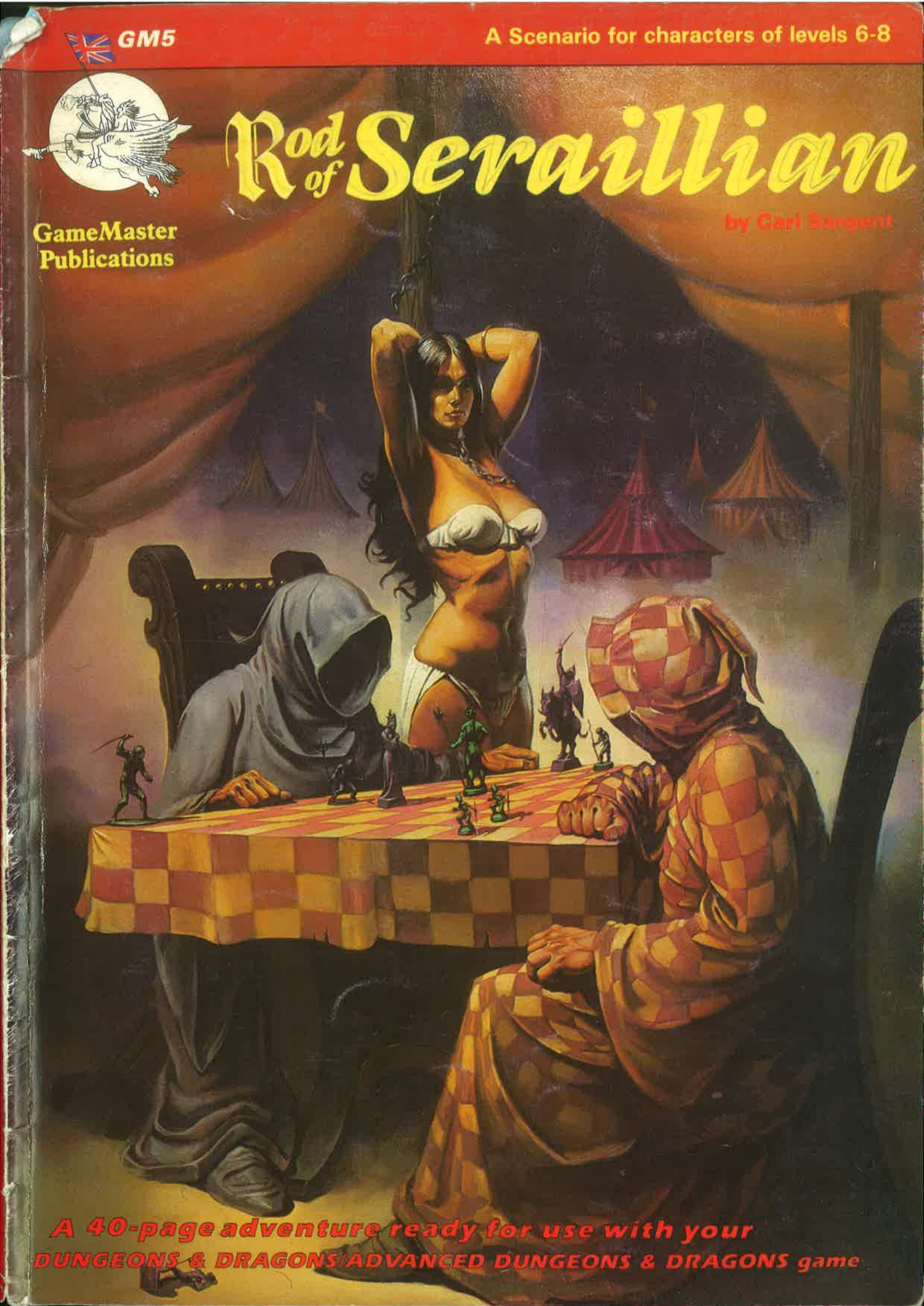
GM5

A Scenario for characters of levels 6-8

Rod of Seraillian

by Carl Sargent

GameMaster Publications



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HIGHWAY
0 1 2 3 4 5 LEAGUES
KEY
CERWYN
FARMLANDS
FOREST
MOUNTAINS

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Editorial

Bear with me, guys. In all the years I've been writing editorials for this or that magazine, I don't suppose there's been a harder one to do than this.

I don't suppose it will come as a complete surprise to those readers who have been around for a while, but this will be the last **GameMaster Publications** to be published on a regular basis... No, I can't really say that, can I. This issue is horribly late, and we have had one or two other production hiccups along the way. No, scratch that and start again.

OK. Bryan James and I have been struggling to get this issue out since about August, and the fact that it has taken this long is the simplest and most eloquent argument for saying we can't keep things going like this. When we started, with Basil Barrett along for the ride, I was unemployed, Bas was self-employed, and BJ wasn't exactly being stretched by TSR UK. So, those first four GMPubs rolled off the production line in reasonable order, and we would have maintained the 'bi-monthly' tag if we hadn't suffered from me moving and the change in printing and distribution arrangements... Now there's only the two of us, and we are both fully committed to Games Workshop, may its name be blessed. It just isn't realistic to think we'll ever get things on the straight and narrow again.

So, this is the last GMPubs. Well, even that might not be true, since we have both felt that we could still do things with the Pelinore campaign and the City League, and there is a possibility that there will be something out under the UK Pegasus logo again. But a regular publication isn't going to work.

Anyway, we thought we'd go out in better style than poor old *Imagine*, and so we did get out a last issue, even though there have been times when hiding under the blankets would have been easier. And I'm pretty sure that at least we have finished with the best of the five scenarios, the moderately high-level *Rod of Serraillian*, by fast-rising freelancer Carl Sargent, who has some *White Dwarf* credits to his name. It's a biggie, and that has eaten up the Brief Encounter, but BJ still managed to come up with an excellent addition to the Pelinore campaign. And, there's a sort of wrap-it-up News and Scandal section, to remind everyone that we weren't short on having a big mouth.

Other than that, it's fanx, tarra, and it's been a giggle. The way things are changing in this hobby, maybe we were all a bit naive believing that something like this could live amongst the big boys. Then again, maybe we have proved that it is possible, if you don't mind a lot of hard work and a lot of frustration. If you want to know whether it's been worth all that for these five issues, then I think I'd say, yeah, it has. If there are some other nutters out there who think they could do the same, then good luck to them. They can always drop me a line if they want some naughty gossip or an acid review or two...

This has been:

GameMaster Publications, 41 Millfield Road, Kimberley, Notts NG16 2LJ. Telephone (0602) 383940

Paul Cockburn

Feature Scenario:

The Rod of Serraillian

by Carl Sargent 16

A scenario for 6-9 characters of level 6-8

Travelling long distances is the constant lot of the adventurer. This time, their quest will take them across the sea, and deep into the interior of a country they know little about, to retrieve an artefact stolen by one bunch of clerics from another. Now, we all know that meddling in the affairs of the Gods can be a hazardous affair, but this time the Gods haven't been worshipped for hundreds of years, and their clerics slaughtered each other in a great battle back in the distant past. Maybe this is that adventure we've all been waiting for, where the treasure is just sort of sitting there, and all we have to do is go and get it...

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Inside cover diagram: The Eastern Domains.

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GameMaster Publications

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The characters appearing in this magazine are fictitious, and any resemblance to any real persons, living, dead or otherwise, is damn funny!

Seasoned GameMasters will know that we have changed the format of this magazine several times to follow the fashionable dictates of this wonderful hobby. First it came as a stapled magazine format booklet, then in scenario format, with a loose-wrapped cover, then perfect bound. Seasoned GameMasters will also have already noticed that this issue has considerably less advertising in it than any of the previous four. Seasoned GameMasters will also know that their favourite magazine has a habit of saying some risky things about the games industry and the wonderful people in it.

Truly seasoned GameMasters will put all these facts together and realise that - once again - *something has happened.*

OK, OK, you wrung it out of us. Since this is one of the reasons why this 'umble little mag can't continue, I suppose we had better come and clean and warn anyone else who might be thinking of publishing a mega-module of the problems that arise. Harken, already, to the *Three Commandments of the Gaming Industry.*

1. Be independent, speaketh thy mind, but not about us mate

Last time out (or was it the time before?), full of anxiety after a half-year of constant change, we asked what kind of future TSR UK could expect after the departure of most of the writing team and the General Manager. Speculation, an earnest concern. And, equally anxious to put us - and you - completely in the picture, TSR UK responded. They cancelled their advertising.

Now, in all fairness, they are a business, and they can do with their advertising what they will. They made a positive decision to assist GMPubs in the early days by placing the ad, although we would like to think they got reasonable value for their investment. If we were a bad investment, then one might expect them to cut their losses.

But this really was a case of getting a slapped wrist for going too far. We spoke to Don Turnbull, then Managing Director, and tried to smokum peace-pipe, but we'd blown it. I don't need to tell you that Gmpubs operates on a shoe-string budget, and losing that advertising was as good as closing it. Frankly, though, I think we were all amazed at how little we had done to cause this great offence. I mean, we hadn't even mentioned the way the accounts on *Imagine* had been portrayed in the worst possible light, facilitating the closure. We hadn't then, anyway. All we had asked was whether these staff losses meant a slimmed down TSR UK, or the beginning of the end.

Ironically, that same Managing Director has departed from his post, and the American Masters have been crawling all over the accounts and the records (not to mention the rosewood drinks cabinet - which has passed into the lore of the hobby) to find out what has been going on for the last few years. And a dwindling band of people who work hard, make money for TSR, and who were once workmates of ours, sit in a vacuum waiting for the American Masters to decide where the UK subsidiary goes now (special mention for Graeme Morris here, and for Carol, and for the bambino; shows we're all getting old now, all these second generation roleplayers in the making). They've lost more from this than anybody, certainly more than we have. We hope every one of them comes through this period OK.

2. Show thy faith in a tried and tested product, a name thou canst trust, from people who knoweth their business....

If you can find them. Now, if you were hoping for a little insider-dealing about the American goings-on of TSR, we can't help you. The fact is we don't know one-tenth of everything that has been going on in the States, but you are welcome to share what knowledge we do have.

Gary Gygax, co-inventor of the *Dungeons & Dragons* phenomenon, has finally and - it seems - irrevocably lost control of TSR Inc, the company he founded on the back of the games he invented. The proof that this is the end of the Dallas-style court case era, is the advertisement placed in a recent *White Dwarf,* where he announced the formation of New Infinities Inc. Two of the partners he announced were former high-flyers with TSR Inc; they are, in fact, two of the more respected writer/editors from that company, Frank Mentzer (who has done much of the work on the later D&D boxed supplements), and Kim Mohan, a *Dragon* editor in the not-so-distant past.

Much more than the minor changes in the UK operation, it is this which casts the most doubt on the future for the *'Dungeons & Dragons People'.* Just who is in charge of the development of the D&D/AD&D games, and what have they got to develop? Are the changes talked about during the era of the Gygax-Blume Brothers leadership still to occur? Are there any TSR-staffers still working on the development of the game, particularly some who care about what they are doing, rather than those responsible for the increasingly limp modules TSR are releasing? One of Don Turnbull's stated reasons for parting is said to be that there are no longer people at TSR Inc who understand or care for the games. That being said, Inc have been speaking as if they have people already working on AD&D 2nd Edition, a pull-it-all-together, bring-it-up-to-date re-haul, which the game really needs. But the suspicion is that it may be too late, and that they may not have the people there who can do it anyway.

In fact, many people are beginning to suspect that the new boss, Lorraine Williams, has won a white elephant. D&D is slipping as a brand leader, and nervous American shop-keepers are beginning to turn shelf-space back over to model railways. In the UK, something like *Warhammer Fantasy Roleplay* sells comfortably better than any new AD&D hardback, and there is scarcely any market at all for D&D/AD&D supplements (help!).

A shot in the arm would be a new brand leader, designed by gamers, produced professionally, well promoted and supported. Games Workshop obviously hope it will be *Warhammer,* although they'll have their work cut out in the USA. Gary Gygax and New Infinities Inc hope it will be the mystery package they are working on. Unnamed as yet, this game may only be produced if enough people are unwary enough to send EGG the $15 in advance for the 'special' version of the game. It's certainly a novel way of raising capital.

Most people can safely ignore all of this, and get on with having a good time, playing whatever game gives them all the things they want; 'realism', a high-fantasy background, lots of combat, lots of magic - whatever. If, on the other hand, some brave soul was going to try to produce an independent roleplaying aid like this, in 1988, what system(s) would it cover? 1987 is going to be an interesting year for change, right enough.

3. Producing a magazine is but one part of the job, my children, flogging the thing is another

The other major avenue for change in 1987 is likely to be the place where you buy whatever it is you end up buying... if you see what I mean. Even being a loyal company lackey, I can say that Virgin's retail outlet's have started to change the way people think about Games Shops. Now, I have only ever been in the Oxford Street and Nottingham stores (I nearly said Virgins...), the one only a games shop, the other a 'mega-store', but both have been pretty impressive.

News

There are eight or nine Virgin stores selling hobby games at the time of writing, and the word has it that there will be twice that many by the end of 1987. Games Workshop, too, will be expanding the number of their retail outlets by some unspecified number. Both (I suppose I have to say Virgin in particular) will increase the visibility of the hobby by having selling points on main streets rather than tucked away in the manner of the traditional, small games shop. This has to be a good thing - at least if you are one of those who believes that more people involved in gaming is a good thing.

An increasing emphasis is being placed on games that will appear on the shelves in Boots or Smiths. Hardback books score well here, while the old-fashioned module has demonstrably failed in certain 'chain' stores in the past (not helped by the curious habit of one rep of placing 24 of any module in a site; the *Dragonlance* modules would be gone in a few weeks, the *Indiana Jones* stuff lingered a while longer...).

All of which must mean a greater professionalism in the way games are packaged and presented and advertised. That's going to make it even harder for anyone who isn't part of a larger company to join the fun. Both *Fantasy Chronicles* and *The Adventurer* have struggled since they arrived, despite all the controversy that has followed *White Dwarf* in the new house-mag era. Neither can manage the same *style* as WD, and neither has broken any remarkable new ground in roleplaying coverage. A real competitor is going to have to do both. We understand that the new magazines have been very hard on the finances of their publishers - newcomers beware.

Toy Fair - a brief view

This year's Toy Fair confirmed that hobby and roleplaying games are an important part of the toy and hobbies industry, at least in terms of originality and sparkle. The giants of the industry, Hasbro, Mattel, Lego, etc, continue a slow evolution towards new kinds of games and pastimes; the 'new' ideas are usually variations on an established theme. To that extent, roleplaying games remain the 'new force' in the industry, even after five years of high-profile, simply because nothing has come along since to shake things up.

Games Workshop, TSR UK, TM Games and some of the smaller miniatures manufactuers like Prince August and Grenadier were in attendance. The three big firms were all placed quite close to one another, allowing one to see at once how they were doing in terms of attracting people. By and large, the hobby industry stands were pulling in a lot more people than many; mind you, getting into Lego or Hasbro was like entering Fort Knox, and - being there with my 1 year old son - I was sufficiently intimidated not to take a child among all those toys.

The next time your Auntie Gladys tells you that your hobby is sick and violent, take her for a wander through a nice 'normal' games store. I was particularly touched by the many toys aimed at the sensitive audiences of children under 10; the hand-chopping, twisting, kicking Karate Kid was a fun toy, and the promotional video showed him wading through armed ninja, and knocking other kung-fu masters off high parapets. Age tag: 7+. Well, why not.

At least the Kid compared favourably with a stand that seemed to carry nothing but Rambo-style survivalist gear; combat jackets, disruptive camoflague face-paints, rocket launcher and snarl for a tenner - comes in sizes for children aged 9 up. They haven't seen *Rambo?* Of course they have, said the rep, they all watch it on video. Besides, they've seen enough clips on TV to know that all you need is a huge great gun and your country is free. I'm delighted to say that his stand was relatively empty all the time I was there; maybe I was just lucky.

I don't think I'm betraying any secrets by saying that Games Workshop, with a healthy line-up of new products to preview, was having a great time. TSR's catalogue lacked anything staggeringly new, beyond the new Celtic campaign background for the AD&D game (which was submitted by the UK Design team while they were still there; the TSR Inc guys will have done all sorts of horrible things to this idea by the time it comes out, I fear). For D&D, some nice touches are being made to the campaign background that has slowly built up through the various boxed sets and modules; B1-9 is a reprint of all 9 adventures, supposedly to see you through the opening phases of the campaign. More interesting are some source packs about the various areas, like Ierendi. Nice to see TSR acknowledging the existence of campaign play again.

The only biggie was the Outer Planes hardback that will make your AD&D set complete until the next one, or until the much-vaunted revision of the game. No point in having a game that comes complete at £100 and that you can't make sense of, is there? Not when everyone is about to start playing *RuneQuest* again, there isn't.

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In the special offer, we have arranged that subscribers can have Games Workshop tokens, which can be exchanged for Mail Order goods. The value of the tokens will be the balance of the subscription *plus thirty percent.*

So - if we owe you £3, you can either have £3 cash, or a £3.90 GW token, for exchange through Mail Order.

Subscription balances will be calculated as if each issue of *GMPubs* received had cost the subscriber £3 (£3.80 overseas).

It's A Long Way To The Top by Paul Cockburn

One of the campaigns I run is beginning to cause me a few problems. The group of players have been involved together in this game for about two or three years now, and some of them have known each other longer than that (I was not part of the group when it first started, and 'inherited' the campaign from Tom Kirby). Their main characters have come a long way, and the central core of the party have been through many perilous adventures together - *In Search of New Gods* (GM3) and *The Awakening* (GM4) being but two. In the last year os two, we have been playing our sort-of-D&D game in day-long sessions, getting through a module-length adventure in about 11 hours. This all means we are a long way past the problems of players not being used to each other and to the campaign. The player characters have developed as 'real' personas, and I could almost play any one of the other characters without there being a noticeable difference, just as any one of them could play Eckhardt, reformed thief and increasingly devout servant of Saith, the Venegance God.

The problem I am beginning to forsee is that we are beginning to outgrow the AD&D game in a vital area. The top characters are a 7th level - after an altercation with a spectre - monk, and an 8th level thief who has racked up rather too many of those points under other referees, if truth be known. The others are 5th-6th (including a couple of split-class types who are 4/4 and 5/6) and coming close to a level rise. Being a fairly numerous group - we normally adventure eight strong - I normally run major encounters which would be a challenge to a smaller party a level or two above them on average.

That's fine, although I doubt if I am the only one who has ever struggled with the complexities of D&D magic at these levels. Where we are beginning to find the problems is in the background behind the adventures, simply because it's very hard to be sure just what higher-level AD&D is all about, either for the characters themselves, or for the NPCs they interact with.

A quick note here. In the light of Companion, Masters and Immortals, it might seem a bit... premature... to call adventures around 6th-9th 'higher level'. Fact is, even with these books, it is about as high as I can imagine (this isn't a campaign that is ever going to be about adventuring in other planes). If you're a D&D Expert player who intends to go 'all the way', then just consider this a guide to Expert Rules play in Pelinore. I leave the direct dealings with the Immortals to more qualified writers....

Here are some of the things we have had to consider recently. This campaign, developed by Tom Kirby several years ago, has been one of the formative areas of the *Pelinore* campaign. The current characters have been involved in high-level business fraud (a noted jewel merchant cheating on insurance), dealings with the senior servants of deities (*In Search...*) and have fallen foul of the Countess Flavia of Cerwyn to the extent of being virtually outlawed. They have, almost incidentally, been a catalyst in the virtual destruction of the dwarven communities of the Kahzgaz Mountains. This means that throughout the fields of commerce, religion and politics, they are people with a reputation. That seems fair enough to me; as you will see, from about 9th level onwards I would expect them to be knocking on the doors of 'high office'. But what it means in the interim is that they can scarcely be considered as free-agent adventurers any more.

Take a look at the normal start of the adventure. The party meets up in the *Black Dragon*, quaffs some fine ales, goes off to watch (or get involved in!) a game of halfling football or some sport at the Arena, and are then approached by a patron to begin the next adventure. But what patron, and what adventure? At their level, this particular group like to see a little sign of some decent reward at the end of the adventure, so they don't normally get excited at a prospect of saving a village from a few orcs.... This means people with influence come looking for them, which fits in with the political-thriller sort of adventure I like to run. This implies a lot of money and power, and lots of different interest groups, and more.

So, what I have had to consider is just who the player characters are, what they are doing, and who has an interest in them. The solutions I have worked have caused subtle changes in the way I referee the D&D game at this level, at least as applied to a Pelinore-type campaign. This article, then, is specifically about running a middle-level campaign background for Pelinore, but I think some of the more general tips might help anyone running adventures of about 6th-9th level.

Who are these guys...?

Starting at the very beginning, just what is an adventurer? When we were working on *Warhammer Fantasy Roleplay,* Graeme Davis, Phil Gallagher, Jim Bambra and myself had to solve this problem to make sense of the adventurer-character in a games system built around a career structure much more defined than D&D's. The answer is that an adventurer is someone who, preferring something a little out of the ordinary, decides to earn a living on a freelance basis, working on the theory that there are two ways to strike it rich in a fantasy world. First, pick up some of the spare cash that is always around in the shape of hidden treasure, etc. Second, pick up some of the money other people have got by performing high-risk enterprises for them (or against them...).

Your player-character adventurer is the elite of this 'profession'. Lots of the people in the Old World or Pelinore will have heard tales of adventurers who made it rich fast. Some will have given it a try, at a petty level (guarding a cargo, or setting off to look for treasure). A few will have done well enough to have stopped making a living any other way. These are 'professional' adventurers - and this is what a player-character is going to be.

So, you buy all the gear, you struggle through those first couple of jobs, and then things get a bit easier, and people come looking for you when they need something unusual doing. Although I don't favour this approach myself, some GMs allow characters to be part of an Adventurers' Guild. In *Warhammer* terms, as self-employed specialists of differing kinds, player-characters can pursue their goals without restriction, but the implied background of the D&D game is that certain characters - notably MUs and Clerics - are tied closely into an organisation already, and that their adventuring career is a 'freak' within the structure of that career. This different background implies that a Cleric, for example, is advancing through the ranks of his temple, even though he or she spends most of the time out orc-bashing.

So, just what is a player character of 6th-9th level? By now, that character is someone with a reputation, and an increasing status within his or her profession, and within society as a whole. A lot of people will be jealous of the rise the adventurer-characters have made in wealth, others will be hanging on, looking to feed off the PCs. Virtually everyone will have heard of them.

In D&D, the Expert book makes it pretty clear that the PC is beginning to knock on the door of office, if not nobility, from 9th-10th level, when a stronghold is set up and followers attracted. Then, in the Companion levels (15+), the PC is considered to actually be a 'ruler', even if only over an acre or two of land. The distinction is slightly blurred: "All PC stongholds are called dominions" (Companion DM's Book, p 3) seems to imply that at whatever point the PC gains the stronghold, he or she is responsible for it according to the Dominion rules, which in turn implies authority - even if delegated - over a place and some people.

In AD&D, things are possibly less clear. Again, is is stated that at 9th-12th level the character establishes their stronghold/MU's Tower/Thieves' Guild. The Fighter, it is said, can claim the 'freehold' to some previously unsettled place, by building a stronghold, at which point a number of retainers will be attracted automatically. The MU has to wait until 12th level, but achieves the same independence by setting up a stronghold, clearing out the area of undesirable critters, and *ruling the area much as a noble.*

In other words, in both games characters of this level can choose to carve out new freeholds in areas of wilderness they have tamed themselves, that people will respect this authority, and that lesser mortals will be attracted to the area to work for the new ruler.

So, sometime after 9th level, player characters can be thought of as being the equivalent of minor nobility, at least in terms of power (prestige is always going to count against the PCs - nobility everywhere always confers greater status on lineage that worthiness). Obviously, it is not as straight-forward as that, but the principle does appear to be that a PC has arrived as a force in the land by the time he or she is 9th level.

The reason that this is important, and should be considered even before the actual forming of a stronghold, is that it is most likely that the PCs will become an even greater part of the politics of an area once they have this kind of muscle, and will be part of an alliance, perhaps, lead by a more powerful magnate. In other words, a 'patron' will continue to exist for the PCs, even once they are 'landed', and it is probably best if they have known of this character from about 6th level onwards.

If the PCs are going to be capable of land-holding, and dealing with dukes and princes at 9th level, it stands to reason that they will have been heard of by this patron character before, and may have done him or her service. Once the freehold is established, the patron will begin dishing out titles, land and power as rewards for the PCs' continued loyalty and assistance. Earlier on, the PCs might still be dungeon-bashing, keeping well out of the political arena, but it could still be the noble or royal patron who provides them with employment.

So, it's worth considering just who these patrons might be, and how ordinary player characters might expect their careers to progress in this period of their lives. Given that circumstances are very different in each case, each main character class will be examined differently, but there are some points to be made about social position to wrap this article up.

Fighter-Lord

Surely every sword-wielder's main aim must be to rule a Kingdom one day. Conan had several cracks at it before he took control of Aquilonia, and I suppose he is the role-model for the class.... The fighter's career path seems simple enough; original main-stay of the adventuring party, then increasingly less important as the spell-casters hot up, so it's onto a civilised life as an army leader, a noble, and finally, if you play your cards right, king.

In most campaigns, and certainly in *Pelinore*, increasing fighting prowess will be a very public talent. Thieves try not to advertise; clerics merge their expertise into the body of the Temple, and pass on the credit to their deity. Fighters will make a reputation for themselves from the time when they are throwing bar-stools about in the Black Pig, from the time when they take an army into a successful battle against raiders from across the Sarpath Mountains. For the non-adventurous (comparatively speaking), this will mean promotion, or the prize plum of an important post. For the fighter-adventurer, a reputation will mean free drinks in the Black Dragon, employment, and important connections to a number of bodies. In many campaigns, for example, there will be a Fighters and/or Adventurers Guild, a vehicle for training and for the hiring out of services.

In Pelinore, there is neither, but there are a number of Adventurers' brotherhoods, such as the group which has the effrontery to call itself the Adventurers' Guild (which operates out of the Black Dragon and other hostelries in the Communities area of the City League. There are also Fighter schools - normally for gladiators, but open for training adventurers in sword play and the like.

Some fighters may come to the attention of their betters through action in the Arena or the armed services. Certainly, as the recent two-part article *It's A Living* tried to show, there is plenty of scope in the Pelinore campaign (or any other) for regular or temporary service in various capacities; bouncer, guard, militiaman or officer.

So, one way or another, a fighter-adventurer who can handle himself or herself in a fight will come to the attention of those who need to hire armed protection. Even in a high magic world, there is always a need for muscle; there are some jobs which require people to understand that the hirer is a force to be reckoned with, and a decent showing of brute force is often going to be cheaper than arranging for people to be turned into toads... From about 4th level onwards, the kind of patron who might be the source of great office later on might make his or her first appearance; the PC would just be one of the foot soldiers at first, being offered cash reward for simple work, but the GM should begin holding out the promise of reward in terms of office and position, the kinds of things which don't tie down the character to being in one place all the time. A trusted officer in the personal guard might be given all kinds of tasks by a knowledgeable patron.

MU-Wizard

It is much more likely that the fledgling mage will be closely tied into a professional body. Most campaigns work from the presumption (even if it isn't borne out by the facts) that magic is rare, and that advancing through its mysteries requires much training. Therefore, it is obvious that mage-adventurers will be part of a structure which allows them to purchase advice, assistance and training. Unlike a clerical career, however, this doesn't have to mean tying the character into the organisation, however.

Most mages from the kind of fantasy literature that influences gamers are loners, and nearly all are removed from the time of inexperience where training is required. However, it would be perfectly feasible for there to be an MU 'career structure' into which the freelance could fit, and which could still provide the long-term assistance and patronage which might lead to a mage being considered one of the 'nobility' or elite of the profession.

A Magicians Guild will be able to measure the progress of its adventurer-members through the spells they can weave, and thus the magician's status within the hierarchy will be obvious. There is no need to tie the individual mage to a job within the structure; a mage's power and influence comes from the magicks he or she can perform, not from religious or military rank. So, the mage-adventurer has as much chance of being recognised as one of the 'greats' as one who locks himself in a tower for a century or so...

By and large MU guilds operate as repositories of knowledge, and not as 'job-finding agencies'. This doesn't mean that a patron character cannot come from this background, however. The MU patron is more likely to be a provider of aid than of quests, but there will be times when a senior guild member will take a promising pupil under his wing, and offer the lesser mage training and assistance provided that he or she performs certain functions. Much magic requires rare and expensive ingredients. An adventurer-mage who provided either or both of these would receive much in return.

By 6th level or thereabouts, adventurer-mages will be respected members of the Guild, the sort of person who is obviously going to get beyond the trivial magicks of making orcs fall to sleep or charming inn-keepers, to being the sort that advances the frontiers of magical knowledge through some brilliant experiment. This will mean expert help becomes available, even if at a price. In return, PC mages should be finding that lower level apprentice

spellcasters are occasionally attached to them for training and experience. Normally this will happen during 'down-time' - that part of the player character's life that isn't actually played, but which is assumed to take place. But there's a lot of potential in a situation where a fairly powerful party is hamstrung through having to keep a 3hp 1st level trainee out of danger - something we'll come back to.

Pelinore complicates matters slightly by not having a uniform, world-wide MU Guild that directly controls the activities of most mages. Instead, there is a widespread informal brotherhood, which normally assures a mage of welcome in a foreign city within the portals of another's home, although this is clearly something many mages can and do opt out of. The 'guild' function is served at a much more localised level, through more formalised associations of mid-high level magic users, and through schools, much like that in The Wynd area of the City League (*Location 9 - Imagine 18*). Within the schools, the training, spell-sharing and assistance required by MUs up to about 5th-6th level will be available.

But by this time, the MU really ought to be looking after himself or herself a lot more, and thus would normally begin operating independently, though with the ability to contact and associate with mages from other cities, or even countries. So, training, the selling of magical items, and the purchase of equipment, high-level spells and the like can continue, whereever the mage finds a fellow wizard.

Cleric-High Priest

More so than the fighter or mage, the cleric has a strong career structure to follow. Unlike advancement through an MUs' Guild, the simple matter of spellcasting ability is not the criteria by which status or influence is judged. For a start, it has to be expected that there is more to serving a deity than running around with a mace disposing of unbelievers. In GM3, Graeme Davis' *Defenders of the Faith* introduced the concept of ecclesiastic and monastic clerics, alongside the martial. In most religions, there will be a certain balance between the three aspects, and therefore it must be expected that adventuring clerics who do their fair share of the preaching and missionary work will be more valued than those who only rumble through dungeons. A religion is the tightest kind of guild imagineable, and so any reward from it or progress through it must be worked hard for.

The 6th level cleric-adventurer is therefore one of two things. Either he or she is a valued member of the religion, a multi-talented servant of the deity, or a rather narrow-minded mace-slinger. Is such a cleric to be entrusted with higher office? In the former case, clearly, yes. Each 'aspect' of the religion is going to see the sense in having a worthy scion setting up a new Temple in some heathen part of the world, and will provide such assistance as is possible. The skull-crusher will probably have to find the money for this stronghold through his or her own efforts, and will find that only the dregs of acolytes are sent along as trainees and servants.

Clearly, there will be many variations to this basic theme. One can imagine the higher clerics of a war-minded deity like Valbure being more than happy to set up a small martial community somewhere, where the glory of combat can be continued in her name. On the other hand, less aggressive deities will probably find an adventurer something of an embarrasment. In one campaign I run, a follower of Urrumma manages to justify adventuring through an insatiable lust for knowledge to be taken back to the libraries of his deity's temples, and a follower of an as-yet-unpublished fertility goddess follows a slightly facist 'how can we love freely when abominations run across the world' ethos. I'm happy enough with the rationale in the individual cases, but I've always believed neither character can be have a wonderful reputation within their religions.

However, it is possible to model a religious organisation so that the more selfish nature of the adventurer doesn't clash so harshly with the disciplined requirements of the temple. In a campaign like *Pelinore,* a religion is going to operate on two levels. There will be the high-profile aspect; the running of temples, the performing of services to the population and its rulers, the pomp and the association with the devine. There will also be a hidden side to the work of a religion, which is caused by the strife between religions, between the authority of deities and that of governments. A powerful religion is going to be political, and its leaders will recognise that it is possible to do things which are not part of the normal strictures of the deity, but which are part and parcel of the running of the running of the temple.

Therefore, a cleric-patron would be the kind of high-level cleric who has responsibilites way beyond the day-to-day running of a temple or a shrine. This patron would be looking to find artifacts which would increase the power and prestige of the deity, would be looking for money, and would be happy to have a famous freelancer offering to achieve these goals in the name of the deity and the temple.

Obviously, the PC cannot actually go against the wishes of the deity. But bending of the rules might not be a problem - certainly not to the patron. Quite possibly, a PC might find himself in a position where he or she felt they were acting in a way that was 'wrong', even though they were following the orders of their temple. Most often, though, the cleric would be serving the interests of deity and temple by being part of a band of adventurers who were cleaning up the country, and finding powerful magicks, and would often be steered towards the right kind of adventurer by someone from within the religion.

Thief-Lord

It's probably the case in many campaigns that the thief is a loner, someone who might be tapped into a guild for the convenience of fencing hot items, and for hearing of worthwhile 'marks', but who works outside of a strict regime. The thief is often the odd-one-out in the party, making a futile effort to hide his or her profession. The *Pelinore* campaign probably has more than its fair share of thieves who fall into this category, since the Thieves' Guilds are so divided and localised.

But there is plenty of scope for an organised Thieves Guild, as was shown by the Old Bastion (*Location 34, Imagine 24*). Even where factions don't cooperate on a day-to-day basis, there may well be interchange amongst them in terms of Safe Houses, transporting of very hot goods, smuggling, etc. When that happens, the expectation is that the word will get about when there is a thief with great talent, even one who insists on running around dungeons, instead of turning a bob or two in crowded markets and empty houses....

There is a structure within a Thieves' Guild, which reflects the power wielded by a thief directly. In *Imagine 24*, the example of the Walk Thieves' Guild showed how at about level 4-5, the well-connected thief might expect to be made a 'pip' - an organiser and specialist, with a number of lesser thieves and other menials at his or her command. By level 7, the same character should expect to be a lieutenant, and by level 9-10, the Guildmaster. An adventuring thief would not suffer any discrimination compared to a 'normal' town thief; in fact, such characters would be most welcome, since it would be rare that a dungeon-plundering adventure was illegal, allowing the Guild to hide more nefarious activities behind a relatively respectable front.

Some thieves will operate independently, but there should come a time when the reputation of the character begins to draw lesser lights, seeking to pick up crumbs from the master's table, or to prove themselves the better crook... Also, there will be contacts with other well-known thieves, as efforts are made to keep the activities of the 'brothers of the streets' quiet. So, the independent PC thief might still know of a place where others can be contacted, a rendezvous in an inn or club, perhaps. An enterprising thief could even start such a place, hiding a safe house and a fencing operation behind a respectable bawdy house, for example.

Or, the thief could show real style, and take a position in another organisation - perhaps in the City Watch - which allows characters to move freely. Either way, contacts will be made with the city authorities which allow the thief to exist just under the surface of the respectable 'front'. After all, the law can be very useful to a thief, if its wheels are properly greased and palms weighted with coin. And so, the 'noble' thief might well be looking for office and influence, to be at one with the establishment. Quite often, an individual with power in society will have risen through a successful career as thief-adventurer. A patron-thief need not still even be a thief, but have made his or her way into political office, or settled down as a merchant.

In GM3, the *Pelinore* article *After Dark In The City League* had a small table which gave some indication of the relative worthiness of the different character classes, in terms of their equivalent Freeman class level. One assumption was that since all the major classes reached a point at which the character could be assumed to be a landowner or an office-holder, that point could be considered the minimum professional requirement for nobility. Mr Average Character would be beginning to think: "Well, isn't it

about time the King/Guild/Deity(!) recognised that I've come a long way, and festooned me with a few titles, now that I'm a 9th level fighter / 12th level thief / 10th level MU?" If the expectation is that the character will have a number of followers soon, and maybe a castle or a guildhouse, then with all that public prescence, it seems only fair that the local hierarchy ought to be responding to this new power in the land.

Once you have decided where your character fits into the 'structure' of his or her career class, you can extend this line of thought so that you know where they fit into society as a whole. As was obvious at the time we put *After Dark In The City League* together, there's a lot more to the status of a character than just his professional ranking. GMs ought to modify this approach to take into account the public notoriety of the characters, their charisma, original background, birthplace, etc. All told, there can be a number of modifiers to the basic idea.

But, as officers in the militia, officiating priests in a city temple, members of the Prestigitators' Council or lieutenants in a Thieves' Guild, the characters will already have status. With a permanent place in the hierarchy, the characters will be sought out directly; their patrons will be those people with whom they have regular professional dealings; officials at court, rich merchants, nobles. As a twist to the normal scheme of things, consider this - there may be times when the PCs are themselves patrons. Just when they have no choice but to go off on some job for the Katar's Minister of Finance, some low swine steals the party's finest and most treasured possession. "Nothing we can do about it, my friends; unless.... Maybe we should get someone to go after it, some other bunch of adventurers.... I met someone down at the Guildhouse the other day, still a bit green, but a promising lad, and he has these friends.... "

Money

Let us say from the outset, that anyone who is running a character of 6th-9th level, who is still accounting for each cp they have, and who has to purchase each candle individually in pre-adventure sessions of equipping and preparation, has a pretty hard GM. Copper and silver pieces are for throwing to the peasants, who will be suitably grateful. Gold is all that matters, and increasingly there is no point in keeping track of that except to the nearest ten, or hundred even. Adventurers are upwardly mobile people. You might start off having to decide whether to have plate and no missile weapon, or chain and a mirror and some wolfsbane.... Come the first good payoff, most of the problems are over. And if you've earned enough gps to make it through to 6th level, then the odds are you have everything you need and more, and cash to spare.

So what role does money play in D&D at these levels? It's obviously still very important. If nothing else, the character advancement system is such that a character's scale of values will be shifting all the time. 1,000gp a man was a staggering reward at the beginning of the career, and the characters probably got cheated on half the time. Now, when it's a case of needing 30,000xp for the next level rise, 1,000gp isn't so impressive.

Which, of course, changes things for the dungeon designer. A few sacks of 100gp in coin scattered about a dungeon is fair enough, but what monster is ever going to provide that much take-out treasure in coin of the realm (look at it from the poor creature's point of view; it's never going to try to put down a deposit on a town house just off Broadway)?

Much more of the treasure must be placed as valuable commodities - gems, jewellery, *objets d'art* - for the simplest games to work. If you can't cart the treasure away, then there's no point it even being there. But simply to allow the game to change from taking cash out from the dungeon to taking gems out of the dungeon and selling them for cash at the next city is rendering the game rather futile. A good GM will be looking to make treasure a part of the adventure; gems and such will be part of the plot of the next session.

Take the case of a fine art treasure. This might be worth thousands of gp, and it is obviously more portable than the cash equivalent. But there is more to good high-level GMing than coming up with a sensible equivalent in high-value treasure. Instead of just having the party find the treasure, whip it out of the dungeon and cash it in when they next make it to town, why not have the party faced with the difficulty of transporting a 16' square canvas or a fragile piece of pottery out of the dungeon. And when they get it back to town, make the most of the difficulties raised in trying to sell the item.

After all, these items don't turn up every day. There might be real problems in trying to find a buyer; there might be an original owner. There can be an adventure, in other words, caused just by the rewards from the last adventure.

At the same time, don't let money become dominant. Characters who have accumulated 100,000xp are going to have earned a good deal of money along the way. If they still have most of that money, something is going wrong. If it is hard to motivate a player whose character needs 30,000xp with a reward of 1,000 gps, it is going to be even harder if that character already has 'savings' of 20,000gp. If peasants are thrilled at the sight of silver coin, a PC could buy a village for the reward money from a less-modestly rewarded adventure. A patron with the ability to demand that characters go off on an adventure is one thing; it is equally motivating for players if their characters are still quite poor, and if they can see money disappearing faster than they can count it.

And why not? People are going to be jealous and resentful of some farmer's son who goes off an kills some stupid troll and comes back with enough money to marry the Princess' daughter. Th problem will be even greater when this licensed football hooligan is also as famous as the greatest local baron. So, governments and officials are always going to be prepared to remove excess wealth through taxes, and people who have something the PCs want are always going to demand more than could possibly be the going rate otherwise.

And how are they going to look after this wealth, anyway? They can't carry it with them. If they leave it on their horses outside the dungeon, have a troll eat the horse - treasure and all. If they have a 'safe' place to hide it, have it discovered. If they leave it with a bank or some institution, charge them the earth for the privledge, then steal it anyway. The only way to be sure of the safety of your wealth is to be there to look after it yourself, and since adventurers don't do that, they should pay the price.

Remember the Outside World

In conclusion, GMs should be stricter in dealing with PCs once they are in this mid-level area of the game, if they want to have a campaign that is fresh and developing. The characters original selfish motivation will be pushed towards being well-known enough to be used by other people with motivations of their own. If they are prepared to steal and cheat, so are many others - the campaign should be a constant challenge to their ingenuity in keeping themselves and their money out of the clutches of others. With the right kind of campaign, the players shouldn't even *want* to keep themselves aloof from NPCs with desires of their own, because if the characters want access to power and office and titles, they are only going to get those from other people.

Use NPCs to steer the game the way you want it to go - and the way the players prefer to play. Of course, if each session is just another huge combat against a set of monsters that are more powerful and richer than the last lot, it hardly matters. But if there is an element of a background to your campaign, then NPCs are the most important part of it. The things they want will often change what your PCs can do. As soon as the PCs are wealthier or more powerful than the NPCs around them would think they 'deserve', then they will be the targets for thieves, confidence tricksters, manipulative office-holders, etc. And they will have to do more to justify themselves to their Guild or their professional colleagues.

This actually allows you to stop D&D becoming an ever-escalating war between the PCs and the creatures you place in the next encounter. You can start rewarding the players in different ways. Maybe they shouldn't earn any money at all from the next session, but maybe they should meet up with a potentially powerful friend, who will be of enormous help if they play their cards right. Maybe their success will terrify an insecure ruler, like Countess Flavia of Cerwyn, and they will actually choose to act without reward in her service, to quieten her fears.

And if you really want to slow down the 'hit points race', you can always give the party, as opposed to the individual PCs, a weakness. A Fr-1 NPC apprentice, or a delicate cargo. If they don't find more subtle methods than normal, then they could actually find themselves in trouble against quite low-level monsters, because they can't afford the risk of the 'passenger' being caught by some area effect spell.

In the context of a campaign in which you understand the role of the player characters, this kind of change of emphasis is perfectly natural. It is what the *Pelinore* campaign was going to be all about. If you ever find yourself in a situation where playing by the rules conflicts with the role you want the PCs to fill in the campaign, *bend the rules.* Heck, the PCs are just 68hp fighters and fireball-firing mages... youre the **GameMaster.**

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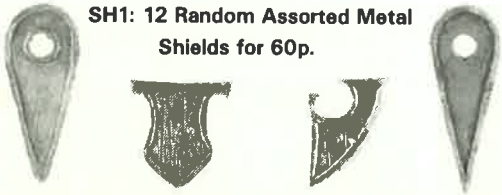

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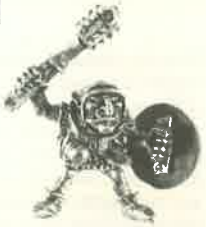

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THE CITY LEAGUE

QUESTIONS AND ANSWERS

by Bryan James

A bustling, cosmopolitan place like t'League presents all sorts of opportunities for a group of adventurers to pick up rumours and other snippets of information. Indeed, sometimes the player characters don't even need to search actively - it's amazing the stories that can be overheard at the bar of an inn, in the marketplace, and so on. This is not to say that information should always be handed out on a plate of course, since even the lowliest gossip-monger likes to be bought a drink or two!

It's when the PCs start asking specific questions that it can be difficult to decide whether or not the character being quizzed should be able to help. Even in the most detailed and well prepared of campaigns, the DM can't be expected to know the life history of every single city inhabitant. In adventures where the sources of information which the PCs must consult are already mapped out, it is easiest to assume that asking questions anywhere else will prove fruitless. But since every major NPC in t'League usually has a list of contacts, you might like to adopt the following procedure in those situations where you genuinely don't know whether a particular NPC has the information sought by the adventurers. Bear in mind, however, that the more obscure the information, the harder it should be for the PCs to discover it - don't let any random system ruin your complex plot just because the dice indicate that Bert the local landlord knows all about it! And of course, every character will have his or her own particular way of expressing the truth of things, if only because of alignment.

First, decide what "level" of information is being sought:

Level 0 Knowledge common to a particular character class
Level 1 Knowledge common to residents(*) of an area, irrespective of class (e.g. the location of an inn famed for its fine ale)
Level 2 Knowledge common to residents(*) who are also a particular class (e.g. local thieves know, but clerics don't)
Level 3 Knowledge common to all long-term residents (**), irrespective of class (e.g. any specific location within the area of residence)
Level 4 Knowledge common to long-term residents (**) of a particular class (e.g. the location of a thieves' guild)
Level 5 Known only as a result of "education" (i.e. the NPC has been told, or learnt the information from a specific source)
Level 6 Known only as a result of research (usually only sages)

* a resident is someone who has lived in an area for at least 1 month
** a long-term resident has lived in an area for at least 1 year

Next, make a straight Intelligence check (on 1d20) for the NPC concerned, adding the "level" of the information to the die roll. You may also wish to use the number of years of residence as a negative modifier. If the check is successful, the NPC has the answer required. If the check is failed by less than the information "level", the NPC can suggest someone else whom the PCs might ask (even if this has to be a sage!). If the check is failed by an amount greater than the information level, then the NPC is of no help whatsoever!

Inevitably the time will arise when the party will need to shell out some gold, and seek the help of an expert. Fortunately, the "greatest city in all the Domains" is blessed with two extensive repositories of knowledge: the Midnight Monastery, and the Capitol. Of course, the learned sages based at these establishments are busy people, dedicated to their studies, and they charge accordingly if pestered by opportunist adventurers with foolish questions. The Pelinore section in this issue is devoted to the inhabitants of these two establishments. Even those of you who aren't using Pelinore as a campaign setting, should still find this feature of use, since the characters and locations can always be introduced into some convenient spot in your own campaign.

The standard layout of NPCs is as follows:

Line 1: ID number; Sex; Age; Name; Class & Level; Alignment
Line 2: Weapon(s); Armour Class; Hit points
Line 3: Race (immediately below number)
Lines 4-10: Ability Scores in the form 'S 18', etc.

Lines 4 on (indented from stats): character details:
* appearance, clothing/armour
* occupation
* personality traits
* contacts
* (sages only) Major field of knowledge and special categories
* (sages only) Minor field(s) of knowledge.

Wherever alternate stats for a particular category are shown with a slash (e.g. hp 8/11), D&D stats come before AD&D stats. Standard abbreviations (see **Abbreviations & Terms** in the feature scenario) have been used throughout.

NPC SPELLS are given for both rules systems; the totals of each spell level come first, followed in brackets by the numbers of the specific spells as given in the rulebooks (either Expert, or Unearthed Arcana - well, at least the spells are useable!). Note: spell-casting sages have a number of spells at each level, from which they must select one each day to memorise, ready for casting. In other words, a sage will have only one spell of each level available for use at any time. Spells usually selected are marked with an asterisk.

SAGES IN EXPERT D&D

Any given sage will be an expert in (or have access to specialist material about) one *Major Field of Knowledge*, and from 1 to 3 *Minor Fields of Knowledge*. These fields (modified from AD&D) are listed below, together with the various *Special Categories* which comprise each field. Each sage will have specialised knowledge in 2-4 of these categories, *within* the listed Major Field.

Sage Fields Of Knowledge And Special Categories

HUMANKIND: Art & Music; Biology; Demography (study of population dispersal); History; Languages; Law & Customs; Legends & Folklore; Philosophy & Ethics; Theology & Myth.

DEMI-HUMANKIND: Art & Biology; Demography; History; Languages; Law & Customs; Legends & Folklore; Philosophy & Ethics; Theology & Myth.

HUMANOIDS & GIANTKIND: Biology; Demography; History; Languages; Law & Customs; Legends & Folklore; Theology & Myth.

PHYSICAL UNIVERSE: Architecture; Astronomy; Geography; Mathematics.

FAUNA: Amphibians; Arachnids; Avians; Icthoids; Insects; Mammals; Reptiles.

FLORA: Flowers; Fungi; Grasses & Grains; Herbs; Trees.

SUPERNATURAL & UNUSUAL: Astrology; Divination; Dweomercraft; Heraldry, Signs & Sigils; Medicine; Metaphysics; Outer Planes.

In order to determine the sage's chance of knowing the answer to a question, you must first decide into which (if any) of a sage's fields a PC's question falls, and then, assuming it lies within the realm of the sage's Major Field, whether it is covered by the NPC's special categories. DMs of AD&D campaigns who prefer the system given on pages 31-33 of the DMG, may skip straight to the details of the Midnight Monastery (84).

Next, decide how general the question is on a scale of 1-5 (e.g. 1 = very general; 3 = specific; 5 = exacting), and consult the table below to determine the sage's chance of knowing (or researching) the answer. The minimum time (in days) required to discover the answer is found by rolling a number of d6 equal to the question's exactitude rating. This rating is also the additional cost (in hundreds of gold pieces per day) that the sage will charge, *over and above* the basic salary of 2000gp per month (see Expert Rules, page 26). The chance may be modified by +5% (up to maximum of 95%) for every additional week that the sage spends on research, although this will, of course, increase the cost pro rata. The PCs should state whether they are prepared to wait longer than the minimum time, *before* the sage begins any research. In other words, once the DM has made a % roll to see if the sage knows the answer, the adventurers may *not* spend more money for a second roll at +5% after a further week's research.

	EXACTITUDE RATING				
Question is	**1**	**2**	**3**	**4**	**5**
Out of Field:	45%	39%	-	-	-
In Minor Field:	60%	54%	48%	-	-
In Major Field:	75%	69%	63%	57%	-
In Special Category:	90%	84%	78%	72%	65%
Min. No. Days Required:	1d6	2d6	3d6	4d6	5d6
Extra cost (00's gp/day):	1d6	2d6	3d6	4d6	5d6

84. THE MIDNIGHT MONASTERY

So called because the cupolas of this magnificent, ancient, and (alas) now decrepit complex, are all painted a dark, velvety blue and gilded with moons and stars. The monastery's lofty, ivy-covered walls guard the only known Temple to Urrumaa in all the Domains. It is also the home of the Hermetic Order of the Silver Sunset (see below).

URRUMAA

Although he or she is famed throughout the Domains and beyond, outside of the monastery, very little is known for certain about the god/goddess Urrumaa. S/he is frequently invoked as a god of memory, but rarely worshipped.

There are those who say that Urrumaa is the father of the gods, but others deny this, maintaining that *she* is their mother. Whatever the truth, Urrumaa is considered ancient, even among those to whom age is almost meaningless.

The monastery itself pre-dates even the earliest of t'League's settlements, and the Temple to Urrumaa is the oldest part of it. There are three High Priestesses who never leave the monastery's precincts. They worship Urrumaa as the Goddess of Knowledge, accumulating and studying all manner of material pertaining to the legends, philosophy, and theology of human and demi-humankind, as well as such esoteric subjects as medicine, metaphysics, and the outer planes.

Routine administration (including receiving requests for consultation with the priestess/sages) are dealt with by the monastery's steward, Simran. He also supervises and organises the 30-odd novices - young men who have entered the monastery but not yet taken their vows and been admitted to the Order. Their initial duties include all the daily chores.

HISTORY OF THE TEMPLE

The following information is known only to Estelarsha, the most senior of the High Priestesses. Before she dies, the story will be passed on to Zhemara, her successor. It is written here as it was told to her by her predecessor.

"My sister, well do you know that within these walls lies the truth about Urrumaa, Mother of the Gods. It is forgotten now outside this place, but, together with our brother monks, we have tried to keep the Knowledge alive. For here it was, as we all know, that Urrumaa herself gave the Book of Knowledge to the first High-Priestess Shareth (may her name live for ever!). The common people have long-forgotten about this miracle, and all that remains is our reputation for learning. Yet their fleeting memories have served the goddess' purpose and helped to protect us from the prying of the curious and the acquisitiveness of the greedy. I believe that it was because of the existence of this book that throughout the long ages both monks and priestesses alike have dedicated themselves to Urrumaa's service. Alas that it should be so! You have waited long to receive the High Priestess' staff, and be granted access to this marvellous cyclopaedia, as I did before you. yet only now as I prepare to discharge my office, can you learn the bitter truth. For your years of patience, through which you were sustained by the belief that one day, you, alone amongst living peoples, would be granted an insight into the Goddess' heart, cannot now be rewarded. Yes, my child, the Book was stolen - many, many years ago... Shareth's golden coffer is empty.

And now I go to my rest and, perhaps, the final enlightenment."

The Hermetic Order Of The Silver Sunset

The priestesses' peace and the sanctity of the monastery are protected by some 20 student monks, who have made their own form of dedication to the goddess. Some of their time is spent in the scriptorum, copying and illuminating the monastery library's extensive collection of manuscripts, and the rest is split between guard duties on the monastery's battlemented walls, and solitary meditation in their starkly furnished cells. But whatever the monks' duties, they steadfastly maintain their vow of lifelong silence. Even the novices are instructed by signs and in writing.

According to legend (although it must be admitted that the only supporting documents are the property of the monastery), the Master of Dragons (who is now known only as "The Nameless One"), first appeared in the Domains shortly after the "Book of Knowledge" was given to Urrumaa's High-Priestess, Shareth. Accompanied by a group of 20 cowled and silent monks, he had, so the story goes, been travelling for many months, "following a prophetic vision" which impelled him to "search for the gift of the goddess". The monks must have brought considerable wealth with them, for they at once started work on an ornate, and lavishly guilded shrine to protect the spot where Urrumaa is supposed to have appeared, and where it stands to this day. Even more remarkably, given the expense involved in erecting the shrine, the monks were also able to finance the construction of the rest of the monastery which was finished in less than a year.

Of course, this was all a very long time ago. Far too long for the same Master of Dragons to be in residence. Surely? At any rate, the rest of the monks are mortal enough; their numbers are maintained and slowly augmented from the ranks of the novices, who have all, over the years, arrived mysteriously "from distant lands", their faces masked by great, ochre-coloured hoods, their voices flat and emotionless. Only they know in what far corner of Pelinore their country of origin lies. They alone know the secret of the undeniable call which every so often, on or two at a time, summons them from their distant homeland, luring them to spend their lives in silence, within the walls of the Monastery of Midnight.

CONSULTING THE PRIESTESSES

Anyone may approach Simran (84d), the monastery steward, to ask for an audience with one or other of the Priestesses, but wealth is no guarantee of a satisfactory answer. All knowledge is considered to be a gift from Urrumaa, and may not be handed out to any Tom, Dick, or Harry! Indeed, although it is within their power, the sage/priestesses will never cast *augury, divination*, or *commune* spells. This is in addition to the normal restrictions placed on sages with clerical powers (see DMG, page 32). The questioner's approach is all important. Rudeness, arrogance, and/or facetiousness will be met with a stern rebuff, whereas humility, lawful behaviour, and a generous donation to the monastery restoration fund, should at least ensure that the question is heard. Assuming that

the PCs make a favourable impression, Simran will inquire as to the general nature of the problem, and arrange an audience with the priestess who is best equipped to deal with it. Of course, if the players are being cagey and refuse to discuss the matter with anyone other than the sage, they could easily find themselves faced with a priestess whose fields of knowledge are entirely inappropriate... In any event, the DM always has the option of responding that "it is not Urrumaa's will that such matters should be known to anyone other than her faithful servants". This will also be the answer given on occasions when the Priestesses are genuinely unable to answer a question!

84a. Esterlarsha; F; 110; C10/Sage; L/LN • Staff of Striking; AC7/8; hp 26

H
S 12 *Very imposing. Her long, raven hair and copper-coloured skin remain untouched by the years; her eyes are those of one who has lived long, and seen much; wears **ring of protection +2***
I 17
W 15
D 10
C 9 *Patriarch/High Priestess-Sage. "Guardian of the Book"*
Ch 12 *Jealously guards the secrets of the order, but can be persuaded (by a suitably large "offering") to research into areas not connected with the worship of Urrumaa*
*Knows **everyone** within the monastery; has contacts among many of t'League's nobility who have consulted her in the past*
Supernatural & Unusual; Medicine; Metaphysics; Outer Planes
*Fauna

Spells available:

D&D (3,3,3,3,2) - cast as if C10:	*AD&D* (4,3,3,3,2) - cast as if C9:
1 (1, 3*, 7)	1 (2, 8, 13*, 20)
2 (4*, 5, 6)	2 (2, 4, 11*)
3 (3, 5*, 8)	3 (6, 8, 13*)
4 (4*, 6, 7)	4 (4*, 5, 11)
5 (1, 3*)	5 (4, 16)

84b. Zhemara; F; 89; C8/Sage; N/N(E) • Staff +2; AC 6; hp 25

H
S 8 *Very self-important, with an over-erect bearing and a haughty gleam in her eye; wears **bracers of defence, AC7***
I 16
W 14 *Lama-Sage; future successor to Estelarsha (84a)*
D 15 *Being unaware of the theft of the Book of Knowledge, she behaves as one who has all the answers; secretly, she cannot wait for the demise of Estelarsha, and has already made one or two discreet enquiries about certain toxic substances...*
C 12
Ch 10 *Feared and avoided by Simran (84d); knows Fit the Assassin (30d), but he doesn't know who she is*
Humankind: Legends & Folklore; Theology & Myth
*Flora

Spells available:

D&D (3,3,2,2) - cast as if C8:	*AD&D* (3,3,2,2) - cast as if C7:
1 (1, 2*, 3)	1 (7*, 8, 16)
2 (3*, 4, 6)	2 (2, 11*, 14)
3 (1*, 7)	3 (3, 8*)
4 (4*, 5 rev)	4 (5, 4*)

84c. Xiltara;; F; 76; C6/Sage; L/LN • Staff; AC 8/9; hp 15

½ E
S 10 *Emaciated; wears her age very badly, apearing the oldest of the three; her robes are usually dirty and crumpled - much to Estelarsha's (84a) annoyance; wears **ring of protection +1***
I 18
W 16
D 9
C 8 *Elder-Sage; 2nd in line to the title of High-Priestess*
Ch 6 *A born academic, and recluse; hates crowds (more than 2 people); has no time to waste on petty matters such as her appearance, or eating; lives for her studies; suffers from rheumatism and hates drafts*
Never remembers anyone's name, other than Estelarsha (84a), Zhemara (84b), and Simran (84d)
Demi-Humankind: Philsophy & Ethics; Theology & Myth
*Humanoids & Giantkind

Spells available:

D&D (3,2,2) - cast as if C6:	*AD&D* (3,3,2) - cast as if C5:
1 (2, 3, 8*)	1 (9*, 16, 19)
2 (4, 6*)	2 (2, 11*, 14)
3 (1*, 6 rev)	3 (3*, 8)

84d. Simran; M; 45; Fr 6; N • Mace; AC 9/10; hp 24/30

H
S 12 *Portly build, with weather-beaten features, and just a few strands of greying hair; normally wears monkish habit, but does have suit of chainmail "for emergencies"*
I 13
W 10
D 9 *Monastery steward in charge of administration; weeds out those questions he considers unworthy of the priestesses' time; supervises the monastery novices*
C 16
Ch 15 *Somewhat pompous (he carries his heavy mace of office **everywhere**); extremely officious (writing down all sorts of irrelevant details about the questioner), his interviews can be cut short for a suitable fee...*
A great theatre-goer, well-known to the company of Piper's Theatre (74); occasionally attends the more gory events at the Arena (21), member of the Secret Chapter (24)

84e. The Nameless One; M; ??; Mk 8; L/LN • Bo stick; AC 4; hp 27

H
S 16 *Tall and inscrutable; wears coarse, ochre-coloured robes, and black belt with 8 white tags*
I 10
W 18 *Master of Dragons; founder of monastery*
D 15 *Totally dedicated; never leaves the monastery*
C 12 *Knows only his monks*
Ch 15

The Monks

There are currently 23 monks, living in the monastery: 12 of level 2, 6 of level 3, 3 of level 4, and 1 each of levels 5 and 6. It is hard to distinguish between them since all wear identical, ochre-coloured robes with great hoods which hide their faces. However, the number of white tags on their belts does at least indicate their level. There are no known records of the monastery ever having been attacked, but at any one time, a third of their number can be seen patrolling the walls, armed with light, repeating crossbows. (DMs familiar with Oriental Adventures might like to use suitable weapons from that book, and may even wish to design a special martial arts style, following the rules provided.)

The Novices

Like the monks, all the novices came originally from some unknown realm, far beyond the Domains. They are all Mk1, AC 10, hp 6. Since neither the monks nor the priestesses make any attempt to gather any followers from the inhabitants of t'League, and since what little is known of their life-style does little to attract any, the question of what would happen if a local should attempt to enter the monastery has never arisen.

Unlike the monks, the novices display a certain uninspired individuality in dress and appearance, and visitors to the monastery may occasionally hear them talk to one another - albeit in monsyllables.

85. THE CAPITOL

This magnificent edifice is the site of what is reputedly the largest library in this part of the world. Situated at the eastern end of the Broadway, its domed gate tower and columned portico (engraved by the famous dwarven stonemason, Kariz Kutbyrd), can be seen for the whole length of that marvellous avenue, which of course, extends westwards as far as the Arena (21).

First built by order of Tristrannis II, some 500 years ago, all manner of extensions have been made over the years. Extra room has had to be found for the records generated by the hopelessly inefficient Enactment XXVII Administration Department; the Knights Ocular needed more room for the files they were accumulating on the populace; the Guild of Heralds wanted facilities to store their Pelinorean Histories; and of course, the library itself has increased 50-fold over this period.

Now, there is a vast labyrinth of store rooms (above and below ground) crammed with manuscripts and scrolls, ancient tomes, fading diaries of nobles long-forgotten, and all manner of esoteric and mysterious works on subjects and in languages too abstruse to mention. Nor is this complexity alleviated by an efficient cataloguing system. Methods of storage are constantly being revised, and new systems are usually introduced before the last reorganisation is half-finished, so there's no guarantee that any particular work, or subject can be located. The sages and their scribes know their way around fairly well, but even they can take days to find the occasional reference.

Moreover, all the above-mentioned organisations, obviously have certain interests to protect. The Heralds have accumulated some very interesting and potentially embarrassing pieces of information (in the interests of history) on all sorts of rich and powerful people. The Knights Ocular would dearly love to examine this material, but even they respect the neutrality of the Heralds, so they satisfy themselves by ensuring that no-one else can get their hands on it. Rumours that it is the Knights who are behind the continuing disorganisation are, of course, treasonable...

THE FACULTIES

Academic activities are split into seven 'faculties', One for each of the Major Fields of Knowledge discussed earlier. Each faculty is headed by a sage, assisted by half-a-dozen ageing and incompetent scribes. The Senior Sage is also head of t'League branch of the Guild of Heralds, which makes him largely independent, and only responsible (at least in theory) to his guild - which is why the Knights Ocular watch him the most closely of all! Only three of the seven sages are fully detailed here, since any particular group of PCs is unlikely to want to meet more than one. Nevertheless, names and Fields of Study have been given for the other four.

Admittance to the Capitol is strictly controlled by the well-armed Capitol Militia. Characters may neither bear weapons nor wear armour beyond the gatehouse. All weapons, (*and* spellbooks) must be deposited with the sergeant of the guard, who also provides directions to the relevant faculty. Here questioners are met by a scribe who will admit them to see the sage - always assuming that he or she is not busy teaching, researching in the library, asleep, or otherwise engaged.

There is a small 'public' Reference Library which may be consulted on payment of a 5gp fee, but the catalogue system is likely to be beyond the comprehension of all but the most intelligent and persistent of PCs. Still, there is always a chance a character may stumble across something useful or interesting after a day or two!

85a. Caractacus Darke; M; 73; Sage; N
Knobbed Stick; AC 4; hp 22;

H
S 15 **Incredibly tall and well built, considering his age; a truly*
I 16 *intimidating sight; sports a neat, goatlee beard and bristling*
W 15 *eyebrows; wears **Bracers of Defence - AC6** and **Cloak*
D 9 ***of Protection +2***
C 12 **Herald & Senior sage*
Ch 14 **Somewhat short-tempered and impatient, he punctuates other people's speech with irritated throat-clearings, and tuts to himself if he thinks they are being inarticulate; favourite phrase is "come to the point!"*
**Great friends with Malachite Burwright (9a); moves in the highest circles including the local judiciary, so knows all the magistrates (15h-k)*
**Humankind: Art & Music; History; Law & Customs*
**Supernatural & Unusual; Demi-Humankind*

Spells available:

D&D (3,3,3,2,2) - cast as if MU9	*AD&D* (4,4,3,3,2) - cast as if MU9
1 (8*, 9, 10)	1 (6*, 8, 17, 29)
2 (4, 8, 12*)	2 (19, 21, 23*, 35)
3 (1*, 2, 11)	3 (3, 6*, 26)
4 (8*, 12)	4 (9, 23*, 32)
5 (3, 4*)	5 (7, 23*)

85b. Panna Seer; M; 953; Sage; L/LG
Staff; AC 4; hp 13

E
S 6 **Frail and doddery; always wears kindly, if somewhat*
I 18 *absent-minded expression; twinkling blue eyes; silver-*
W 16 *haired; wears **Robe of Scintillating Colours***
D 15 **Sage*
C 8 **First love is languages, likes to talk to visitors in their own*
Ch 9 *language, but his failing eyesight means he often gets it wrong; great sense of humour; actually likes dwarves!*
**Well-known to the occupants of Carraway Keep (13); prefers to use the Scribes' Workshop (42) for his "personal studies"*
**Demi-Humankind: Demography; History; Languages*
**Flora; Fauna*

Spells available:

D&D (4,3,3,2) - cast as if MU7:	*AD&D* (4,3,3,2) - cast as if MU7:
1 (2, 8, 9, 12*)	1 (6*, 17, 29, 38*)
2 (2, 5, %*)	2 (6, 12, 21*)
3 (2, 10*, 11)	3 (6, 24, 25*)
4 (10, 12*)	4 (26, 32*)

85c. Gimble Gyrewabe; M; 472; Sage; N/CN
Staff-mace; AC 9; hp 30;

Dw
S 13 **Incredibly fat, suffers from gout; wears white apron*
I 15 *bloodstained from his dissections; **Scarab of Protection***
W 13 **Sage*
D 9 **Dipsomaniac with a special fondness for port; loves cut-*
C 15 *ting things up; irrascible when his gout is bad, otherwise*
Ch 10 *very friendly in a drunken sort of way*
**Knows most of the inns in t'League; his current favourites being the Ford Inn (5), and the Black Bird (11)*
**Humanoids & Giantkind: Biology; Languages; Legends & Folklore*
**Fauna*

Spells available:

D&D (4,3,3,3) - cast as if C8:	*AD&D* (4,4,4,3) - cast as if C7:
1 (1, 2, 3, 6*)	1 (6, 7, 8, 17*)
2 (4, 6, 8*)	2 (11, 12, 14, 17*)
3 (1, 4*, 5)	3 (3, 4*, 8, 19)
4 (2*, 4, 5)	4 (9, 10, 16*)

85d-g. Other Sages

Bellix Drimbellar (N; Gnome-Sage; casts as MU7/I8; Major Field: Physical Universe - Architecture & Engineering; Geography; Mathematics; Minor Field: Supernatural & Unusual). Carras Rimmon (NG; Human-Sage; casts as C6/D3; Major Field: Fauna - Arachnids; Mammals; Reptiles; Minor Field: Flora). Heluchar (NE; Human-Sage; casts as C8/D6; Major Field: Flora - Flowers; Grasses & Grains; Herbs; Minor Field: Fauna). Methurtyd Vill (CG; Human-Sage; casts as MU5; Major Field: Supernatural & Unusual - Astrology & Numerology; Dweomercraft; Heraldry, Signs & Sigils; Minor Field: Physical Universe).

85h. Ellipsis Hobbsbawm; M; 118; Fr6; C/CN • Sword-stick; AC 9/10; hp 14/22

H
S 7 *Owl-like features; his dome-like head is crested with a few
I 14 tufts of wispy, grey hair; stoops so badly that he seem to
W 16 have no neck; wears a strange, shroud-like garment
D 6 *Chief Scribe
C 9 *Incredibly inefficient, and cringing; always apologising
Ch 8 and describing himself as "your ever so humble servant"

The Scribes

Each sage has half-a-dozen scribes as personal assistants. To a man they are ancient, doddery, and totally ineffectual. There seems to be an almost infinite number of these characters wandering aimlessly about the Capitol's corridors. They potter about, muttering to themselves, looking as though they haven't been in the fresh air for decades. Many of them are even dustier and more cobweb-covered than the tomes they are supposed to tend.

85i. Gottun Himmel; M; 37; T9/A9; L/LE • Dagger of venom & garrotte; AC 3; hp 26/34

H
S 14 *A thoroughly nasty piece of work; steely eyed with gold-
I 16 rimmed monacle and jagged scar on left cheek; wears
W 10 shiny, black ***leather armour +2***
D 17 *Chief librarian also responsible for security, he is, of
C 12 course a high-ranking officer of the Knights Ocular
Ch 5 *Paranoid sadist; ensures (one way or another) that no in-
formation which could possibly embarrass either the
Knights or the Katar ever falls into the wrong hands
*Has many influential contacts but (not surprisingly) few
friends

The Capitol Militia

Ostensibly answerable to their Captain (AC 3; F5; 40 hp), they are in fact commanded by Gottun (85i). There are always 40 on duty in the Capitol at any one time (AC 4; Fl-4; ave. hps). Being well-trained, well disciplined, and terrified of Gottun, they are **very** swift to react to any alarm or other signs of trouble. After all, the contents of the Capitol are absolutely priceless and irreplaceable.

Plot-lines

1. The Nameless One (84e) really is the same Master of Dragons who founded the Monastery of Midnight hundreds of years ago. He is also the one who stole the Book of Knowledge at around the same time. This artefact, among other things, holds the secret of immortality (hence his inscrutable expression!). The price of this immortality is the life of the occasional monk, whom he "sends on an errand" from which the unfortunate man never returns. Player characters are unlikely to learn of these events at the Monastery, but there are some records in the Capitol which should arouse their curiosity.

2. The Secret Chapter (24) which conducts its strange rites beneath the Arena (21) has members in many strange places. Characters whose curiosity has been aroused by the eccentric inhabitants of the Monastery could easily spot Simran (84c) as he makes his way to a night-time conclave. Needless to say, what little information there is on the Chapter is to be found in the Capitol. Gottun (85i), being a devious individual, might just decide to leave some enticing snippet lying around in the Reference Library to attract the ever-curious adventurers...

Be it know to all loremasters of the fair County of Cerwyn and the City League, that a certain confustion may have arisen following the publication of that learned tome known as GM No.4. The identification numbers attached to the NPCs appearing in the Pelinore section of the aforementioned work mean that the loactions described in "Find the Lady" (GM No.2 - page 45) should be amended to 81, 82, and 83.

Moreover, the foul mistress of the Cult of Ro'azarkh (described in GM No.4) was, by some wizardry no doubt, given the same code number and name as her accursed consort. In other words, the first NPC appearing on page 11 should read "75a Morcarak Dindelgon; F; C11/C10-A6;; L/LE.

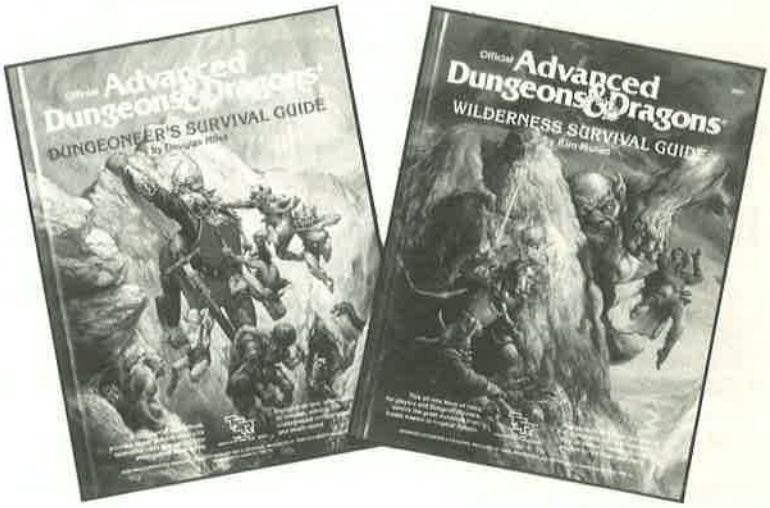
Hepsibah Sniggum, Assistant to the Heralds.

FROM THE SUBLIME TO THE RIDICULOUS

A Round-up of the Most Important AD&D/D&D Releases Since GM4

DUNGEONEER'S SURVIVAL GUIDE and WILDERNESS SURVIVAL GUIDE

Expansion Rulebooks - AD&D
TSR, £11.95 each


Official Advanced Dungeons & Dragons
DUNGEONEER'S SURVIVAL GUIDE
Official Advanced Dungeons & Dragons
WILDERNESS SURVIVAL GUIDE

For years, all one needed to play Advanced Dungeons and Dragons were three relatively cheap hardbacked books: the Players Handbook, the Dungeon Masters Guide, and the Monster Manual. Nor was this fact at all changed by the publication of a couple of extra monster books, namely the Fiend Folio, and Monster Manual II. As for the remarkably uninformative Deities & Demigods (latterly reprinted as Legends & Lore), it seems that only completists even considered buying it. Noises were made and articles written (often at great length and with much patronising use of the phrase "gentle reader") about both game balance and how, one day, the great EGG would revise AD&D into a consistent whole. So what happens next? Unearthed Arcana appears: a collection of half-baked ideas, and reprints from Dragon magazine. The Arcana that was unearthed (presumably from a compost heap) included super-powerful new races for player characters, and major revisions of the level limits for Demi-Humans, in blatant contradiction of that earlier pontificating about game balance. But the really remarkable thing about UA, and one that TSR Inc could ill afford to ignore, was the rate at which it sold. Faster than hot cakes. Not surprising then, that the American marketing people began to plan more releases in this format.

First came Oriental Adventures. I don't intend to examine this in any depth because, unlike subsequent releases, it is not so much a rules expansion, as a new game-setting based on the original AD&D system, and as such, works perfectly well.

Last October, however, the Dungeoneer's Survival Guide was released. Although Doug Niles has managed to include a lot of useful material, I can't help feeling that it would have been more helpful to compress the essence of the book into an extra chapter for a second edition DMG and/or PHB. But of course, that would have taken much longer and been much harder to produce, and TSR Inc needed the money. So the really useful stuff, like non-weapon proficiencies (allowing characters to make armour and weapons, to train animals, cut gems, climb mountains, swim, and so on) not to mention the details on how the new races of UA should really be run, has been padded out with laborious examinations of every underground environment imaginable. There's even a whole section on a vast subterranean realm known as the Underdark. It appears that the AD&D world (whatever else that ill-defined globe might be like) is positively honeycombed with labyrinthine cave networks, inhabited by drow, mind-flayers, aboleth, and other sinister creatures. The book includes essays on playing and running campaigns (from which the age-old harpings about game balance are thankfully absent), and several pages devoted to the design of dungeon maps: from the usual plan format, to three-dimensional representations, and geomorphs. All very interesting, you might think. But surely the exposition of a major game-setting like the Underdark belongs in a campaign sourcepack. And that too, is the place for lectures on how to run campaigns, if they really can't be fitted into the original rulebooks. As for the chapter on maps (complete with three-dimensional grids for photocopying!), it really ought to be part of TSR Inc's freelance-submission guide. At best, it could make an unusual article of the type that Dragon seems to go in for. But then, if all this had been omitted, we'd have been left with about 64 pages at most. Hardly enough for a 128-page hardback which can be retailed at £11.95!

Just six months later, and the DSG is joined by the Wilderness Survival Guide. If I have given the impression that the earlier publication was struggling to fill its 128-page format, let me say at once that it is positively dense in comparison to its sister tome. True, Kim Mohan does manage to correct the system of non-weapon proficiency checks (DSG's most glaring error) and he also provides more valuable skills, and a workable encumbrance system (which is almost, but not quite, justification for producing a rules expansion of this size). The remaining 100-odd pages are devoted to details of the environment: terrains, major wilderness hazards, an incredibly involved weather-generation system; plus sections on a variety of possible PC activities and the effects of the environment on them. There are reams of information on survival techniques (hunting, fishing, foraging, camp-building), air and waterborne travel, and, inevitably, major sections on combat and magic. There are even rules for sleep loss,

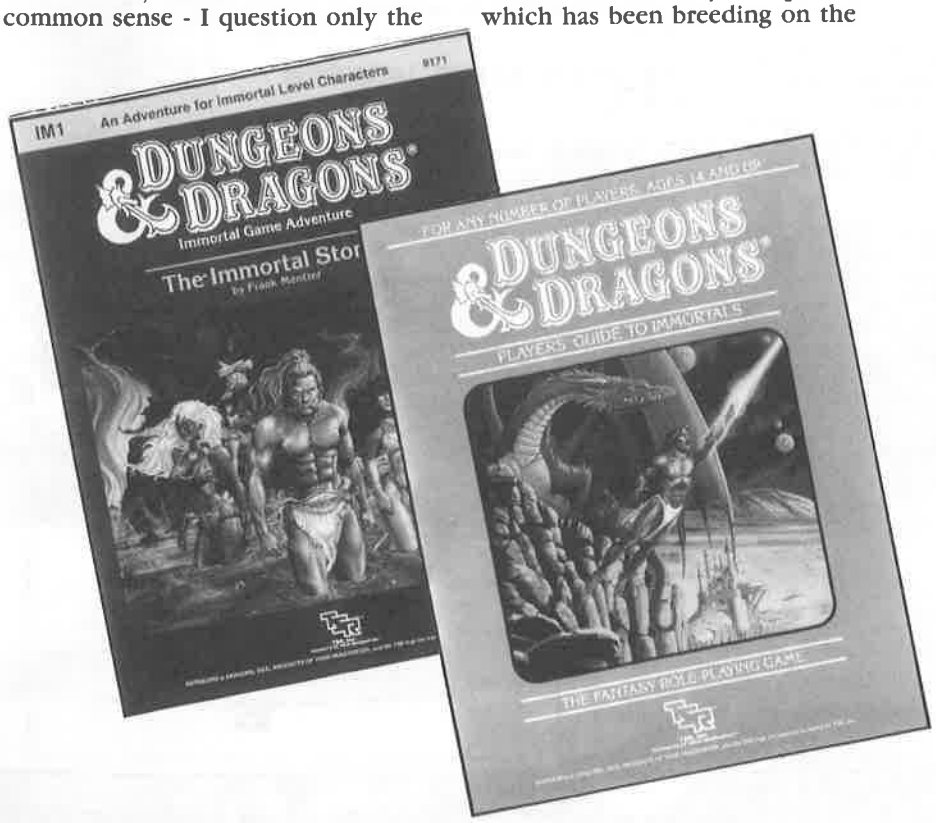
starvation and fatigue. This is all very well, but AD&D was always supposed to high fantasy. The action needs to be fast-moving and dramatic. Do players really want to spend their precious game time worrying about what socks they're wearing and whether they remembered to pack the thermal underwear? Of course, different types of adventure require different types of equipment, and rules for sailing and swimming, for example, can be vital - but only if the situation exploits them in an exciting and enjoyable way. Having read this book, one is left with the feeling that the only reason the WSG has been produced is because hardbacked AD&D rulebooks are hot sellers. Any DM who really wants fine points of detail on the weather or the formation of underground caverns is more than capable of deciding these things for him or herself. And given that a 5th level Cleric can create enough food and drink per day to sustain 15 man-sized creatures, as well as being able to cast at least 3 Resist Cold spells per day, it would seem that the details on foraging and wind-chill are rather superfluous. Unless of course, you are running a cleric-less campaign, or the players all have half-a-dozen men-at-arms and *enjoy* the sort of book-keeping that sends my group to sleep.

In the book's favour, it is extremely well-written, and its advice is full of common sense - I question only the policy behind its production. AD&D might be the best-known and biggest-selling FRPG, but the continual insistence on producing more and more "bolt-on" rules which bear no relation to what has gone before, mean that the whole colossal edifice is now beginning to creak under the weight of its own internal inconsistencies. Let's face it, the game is crying out for a major overhaul. TSR Inc promise that a 2nd edition is on the way, but I'll believe that when I see it. In the meantime, there are now no less than nine AD&D hardbacks (10 if you count Oriental Adventures), which fact alone should be more than enough to deter any potential newcomers to the game, even if they happen to have a spare £108.55 (or whatever the total comes to). And just how is one supposed to carry all that paper and cardboard around? But, alas, WSG is unlikely to be the last in this proliferation of AD&D hardbacks. The latest catalogue from the States promises the 'official' Dragonlance book, and the Manual of the Planes. I can hardly wait...

D&D SET 5: IMMORTALS RULES

Roleplaying Rules Supplement
TSR Inc - £9.95

AD&D isn't the only TSR product line which has been breeding on the shelves over the past few months. The so-called 'simpler' Dungeons & Dragons - for so long the poor relation - now boasts no less than five rules sets. At last, a 1st level, 2 hit point character can really have some ambitions. How do you fancy making it to 36th level, then joining the ranks of the Immortals as a Temporal, from which 'lowly beginning' you might one day make it to the universe-creating level of Hierarch! Sounds difficult to imagine? It certainly takes some doing.



D&D has a lot going for it these days. For one thing it's a lot cheaper than its younger (and weightier) brother. And for another, the clearly labelled boxes make it obvious to beginners where to start. The publication of the Masters Set (reviewed way back in GM2) gave the system a lot of the detail of AD&D, without any of the inelegancies - whatever reservations one might have about running games for 20th-level plus characters. Immortals goes way beyond all that. What we have here is basically a different game: character class becomes irrelevant, being replaced by the more abstract concept of "Sphere" (as in Matter, Energy, Time, Thought, and Entropy); levels are replaced by Immortal "Ranks", and experience points are no longer the basis of character progression, but a literal measure of the amount of power a character has (to be spent in casting spells, psionic combat, increasing ability scores, and so on). All of which is probably just as well. After all, when the threat of death is virtually removed, a character needs other things to worry about; the whole premise of the game has changed, and the rules need to accommodate that fact. Frank Mentzer has done a splendid job in creating a believable and workable system which is nevertheless a part of the D&D mythos.

That said, I must admit that it is extremely unlikely I will ever play this game. The expansion of the D&D cosmology may well prove useful for lower level campaigns; planar travel should be piece of cake to run after reading this. And one could certainly have some fun in using the rules not only to create the PCs' deities, but also to have their cosmic politicking reflected in the world of mortals. In short, the set can only be recommended to completists and those who really feel up to exploring the dizzy heights of Immortal-level play.

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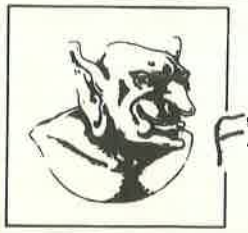

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Rod of Seraillian 17

The Rod of Seraillian is an adventure for use with the D&D and AD&D games systems. It is designed for a party of 6-9 characters of levels 7-9, with a combined total of about 60-65 experience levels. A well-balanced party is as important for this adventure as for any other, but the presence of *two* clerics is strongly advised. The adventure has been set in the *Pelinore* campaign world, and notes are provided in the appendix on page 48 to allow it to be integrated into this campaign. However, it is quite suitable for use as a one-off adventure, or for incorporation into a well-established camapign elsewhere.

If you intend to be a player in this adventure, please read no further; the rest of the information is for your GM only.

GMs should note that this adventure is tricky and hazardous, and fairly complex! You will have to run several dangerous and smart NPCs. Within this module, you will find descriptions of these NPCs which you may wish to photocopy, since the characters are highly mobile. Likewise, an appendix at the end of this adventure lists the original PCs who took part in this dungeon. Players could use these characters, but they are chiefly there to show the strength of the original, successful PC party. In particular, the number and power of magical items they possessed is a guide to what will be needed here. If your players have lesser resources than those listed, you might wish to introduce extra magical treasures, either in a separate adventure before this one commences, or in the very early stages of this one (locations on level 2 are suggested for this).

This module contains much material on the strategies, aims and resources of the major NPCs to assist you in determining their actions. You will need to be familiar with this material, and with plot lines, to run the adventure.

Rod of Seraillian

Beginning the Adventure - Players' Introduction

You know this feeling only too well. It's been a little while since last you adventured, and now you're getting restless. When you heard that a ranger had been making discreet enquiries about adventurers dedicated to combat with evil, you couldn't resist finding out more. Soon you meet him face to face. He introduces himself as Sarien, and he gets straight down to business....

The Ranger's Story

A week ago, while waiting for a ship home from Argos in the Barony of Poritas, Sarien's attention was captured by a middle aged man, dressed like a merchant, but very nervous, who was drinking in the inn at which the ranger had been staying. The merchant's agitation showed in every gesture, in his posture, and in the way he looked about him. On impulse, Sarien went over and expressed concern. The man was very diffident, but asked Sarien if he felt any *evil* around him. Sarien was surprised, and could only reply that he didn't feel anything, but that didn't mean there wasn't any - and what did he mean? The man asked what Sarien would do if he knew evil was abroad; Sarien stated his profession. With that, the man relaxed.

He introduced himself as Marius de Vries, a cleric of a good deity, fearful of his life. Sarien asked what the threat was, and offered his protection. De Vries hesitated, and then said that there was little to lose, and that he felt he could trust a ranger, so he would tell all.

He stated that he was a cleric of the good goddess Seraillian (of whom Sarien hadn't heard, though he travlled widely) and that he possessed important information which servants of evil were trying to suppress. Specifically, he possessed a map showing the location of a temple north of Caer Darus dedicated to the evil deity Mandrazaal (also unknown to Sarien). In this temple an artifact sacred to his goddess - the Rod of Seraillian - was hidden. He feared that the Rod might be used by clerics of Mandrazaal and its powers warped for evil's ends. The Rod was of potentially great power, and its return to a Church of Good (preferably Seraillian's, though that might be impossible) was of the highest importance to all good people. He had checked the map details, trekking to the vicinity of the temple, and that had been his downfall.

He had been spotted and pursued, and had looked to escape through using a **potion of flying**. But he was still being hunted. Yesterday, his food had been poisoned, and that was why he was eating here, and not at his own hostel. He was at his wits end, and did not know how he might escape. Sarien assured de Vries he could help, but begged him to tell more about the deities he mentioned.

De Vries waxed lyrical about Seraillian; a compassionate and merciful goddess, patron deity to good MUs and illusionists - in fact, many of her clerics were split-classed cleric-MUs. There were few left now, but in better days she was celebrated at great festivals where specially crafted candles burned with all the colours of the rainbow, and spells such as **dancing lights** and **rainbow pattern** created fields of light over the towns wherein her temples were situated. She was known throughout Poritas as the Unseen Rainbow, and would manifest herself on momentous occasions as a rainbow across the nightime sky. Always, her radiance was with her clerics, and she encouraged them to outwit evil through craft and guile in magic.

Mandrazaal was another matter. A deity of unmitigated evil, he was consumed with a hatred of all living things - of existence itself! Most of all, he hated Seraillian's joyous use of light as the symbol of high wisdom and intellect. There was great emnity between them. About 70 years ago, Seraillian's clerics had decimated Mandrazaal's temple to the north-east of Argos. However, in the battle the great Rod, which had been wielded by the chief cleric, was lost and never recovered. Thereafter, the surviving good clerics began to meet with odd deaths; some were assassinated, others suffered wasting diseases, others merely disappeared. People began to turn from the 'unlucky goddess' - the peoples of Poritas were ever fickle. De Vries believed he was now the last living man to have seen the Nighttime Rainbow.

Sarien offered his help to the despairing man. Great Tarmanel, who took the sky as his dominion, would surely wish to see such a fellow deity aided. The ranger would take De Vries back to Cerwyn, to some sanctuary. The cleric could spend the night in Sarien's room, and they would take ship the next day. Finally, de Vries was pursuaded. He said he would fetch his things from his hostel, and made a copy of the map he bore, so that each of them had the means to continue should one fall. Sarien went to book passage for them both, and to complete his own preparations. But, as night fell, De Vries did not come back.

Troubled, Sarien went to the hostel, the Red Horse near the main market square, and found it in uproar. De Vries had been stabbed to death in his room; by morbid coincidence, the local undertaker, Mitch, had been passing with his dismal hearse and had taken the body away.

At first light, before he had to set sail, Sarien visited Mitch and roused him from sleep. The irate man waved the certificate the town guard had given him (which he required to claim a paltry burial fee from the Argos authorities), and said he had buried the bloodied and horrible body promptly. Sarien had little time to check the story. The landlord of the hostel, Dargan, had examined the body with Mitch and there was no doubt that de Vries was dead. Sarien had not time to check on the truth of any of the rest of the story, nor could he prove any right either to check or remove the cleric's belongings, nor to reclaim the body that it might be brought back to a temple of Tarmanel. So, when he left, all he had was the map.

Back in Cerwyn, Sarien had hoped to gather resources to return to Argos, to solve the mystery and purge the evil he had heard of. Instead, his liege-lord had requested him to undertake a lengthy mission in Korrath, where trouble was brewing over some misundertanding with the Theocratic Principalities. With no likelihood of finding any clerics of Seraillian, Sarien can only hope to find someone to whom the adventure alone would be sufficient goal, and thus he had quickly put the word about the Adventurers' Fraternities of the City. Surely someone will avenge de Vries, and recover the Rod?

The Evil Plot - GM's Introduction

Sarien, who is a 3rd level NG ranger of unimpeachable character, has been absolutely honest with the party, and told them all he knows. It is Marius de Vries who is not all he seems. He is, in fact, a senior cleric of Mandrazaal. He picked his target carefully, with a concealed casting of **know alignment**, and sold poor young Sarien his story perfectly. His 'death' was faked with the aid of **feign death**, an acolyte, and the paid assistance of Mitch. His 'coffin' is empty, and he returned to his temple with a **word of recall**.

The map Sarien received is absolutely accurate. Further, the Rod of Seraillian is indeed hidden in the temple to Mandrazaal there. But it was not lost; it was placed there to guard a portal. Seraillian's clerics, those 70 years ago, had only resorted to a physical attack on a temple of Mandrazaal when they discovered that his clerics had discovered the potential to **gate** into the Prime Material Plane beings of great destruction from the Plane of Concordant Opposition (details follow - page XX). The chief cleric of Seraillian left the Rod there to seal the half-completed portal; its power is so great that Mandrazaal's minions cannot even approach it (see page XX.

The Rod has thus been a source of great frustration to the evil clerics, but now the matter is even worse, for they have rediscovered how to open the portal. If the Rod were removed, they could complete their work. So, de Vries hit upon this ingenious solution; dupe a bunch of good-aligned people into removing the Rod for him.

There is one further complication the GM should be aware of at this stage. There is a schism in the ranks of Mandrazaal's greatest servants, the terrible Dark Angel (see page XX). It was a relatively junior Dark Angel, Satimus, who discovered how to complete the portal to the Plane of Concordant Opposition, and this has greatly endeared him to Mandrazaal, who has given him more power and lackeys. It has *not* endeared him to the established leader of the Dark Angels, Valnakestra. She fears that if Satimus brings off this coup, her position as leader will be in jeopardy. So, she has her own spy within the Temple, Malaan. The senior clerics believe Malaan is just another junior, a cleric with minor MU powers and alchemical abilites. He is also popular with the bugbears in the temple, and keeps that humanoid rabble in order, for which the senior clerics are grateful.

In fact, Malaan is more powerful than de Vries or any of the other clerics know. His popularity has less to do with his charisma than with the judicious use of **charm** spells. Obeying Valnakestra's orders, he has *no* intention of letting anyone remove the Rod.

Thus, we have a triangular contest. The senior evil clerics, known as the Proximate Circle (see page XX), want the PCs to have the rod, though they will offer them a plausible enough fight along the way, having ordered their minions to harrying the PCs without mercy - they could hardly order them to throw away their lives for a pretence of a fight. After the PCs have removed the Rod from the portal, the Circle believe Satimus will be able to recover it and deal with the PCs. Malaan and his aides, on the other hand, will be all out to destroy the PCs, and since the Proximate Circle has given them orders which say they are to do just that (while organising them in such a way that minimises their chance of doing so), Malaan has every chance of carrying out the wishes of his true mistress without his immediate superiors suspecting his dual allegiance. The resultant complexities should be great fun, but it is essential that you are fully familiar with the adventure before running it! As noted, strategy suggestions for major NPCs are provided. There are also regular notes on clues which should help players figure out that all is not as straightforward as it seems - some odd things happen, and some useful finds can be made.

One last pointer for the GM. As noted, one appendix at the end of the adventure gives the original PC roster, and lists their magical items. An essential factor in the success of this group was the possession of a **ring of free action** by a powerful fighter. There is a wealth of clerical magic in this module, and the **hold person** spell, frequently encountered, can be highly dangerous for PCs. If none of the characters in your player's party has such a resistance to hold spells, you should consider adding such a ring to the items worn and used by a low-level evil cleric relatively early in this adventure.

Adapting the adventure for the D&D game

The NPC used to introduce this adventure is a ranger - in the D&D system, Sarien will have to be considered as a Lawful fighter.

The central core of this adventure is the conflict between good and evil. The revised D&D rulebooks have pointed out that good and evil are quite different to Law and Chaos (which is obvious), and discussed 'good chaotic' and 'evil lawful' creatures. If your players prefer this approach, you will find that this adventure concerns many characters of neutral good and neutral evil alignment, who care nothing for law *or* chaos - and you'll be playing the AD&D alignment system. For this reason, only the AD&D alignments for NPCs are given here; D&D GMs who do not operate the more flexible system should adapt Neutral Good to Lawful, and Neutral Evil to Chaotic wherever encountered. The same will be true of magical items which do harm to good PCs if touched - if you are equating 'good' with Law, you can make the necessary changes.

The illusionist class from the AD&D game, and certain of their spells (eg, **rainbow pattern**) are mentioned. Ignore these references, they are of no major importance. Also, split- and multi-classed cleric/MUs are referred to, and two of them (Malaan and the elf Valderesse - see page XX) are of major importance. In both cases, they are acting in direct service to a deity - or something pretty close to one - so their exceptional powers can be explained on those grounds.

One spell from the AD&D system - **glyph of warding**, a damage causing magical trap spell - is used frequently in the module. Its real effects are always described fully, and so they can be used for the D&D game too. Glyphs cannot be detected without a **find traps** spell, although **detect magic** will show that something magical has been done to the door, chest, etc. The glyph is invisible, and merely touching the glyphed item activates the effects. Once discharged, the glyph is dispelled. It may be removed with **dispel magic**. Saving throws against the effects of a glyph are saves vs spells.

Some planes of existence other than the Prime Material are mentioned in the adventure, and are quite important. The references to Elysium, Hades and the Plane of Concordant Opposition can be accepted just as being alternative dimensions. The life forms known as the Spheres (see page XX) have a passing resemblance to Immortals from the Sphere of Entropy.

One of the deities referred to - Seraillian - has celestial servants; a solar, planetars and devas. These can be treated as angel-*like* creatures in the D&D game. Likewise, Mandrazaal has his Dark Angels, but these don't exist in the AD&D game either; a complete description of the one used in this adventure is given on pages XX-XX.

Two last points. First, as normal, stats are given for both systems. Wherever a particular stat is shown with a slash, ie, AC 9/10, the figure before the slash is the relevant stat for D&D, and that after for the AD&D game. Second, the all-important **ring of free action**. This is a magical ring without charges, with effects like a **potion of freedom**, but the additional benefits of negating **slow** and **web** attacks.

Abbreviations & Forms - GM's Reference Section

Statistics for monsters are given thus:

AC = Armour Class; M = Movement Rate; HD = Hit Dice; hp = hit points; AT = number of attacks; D = Damage; SA = Special Attacks; SD = Special Defences; AL = Alignment; MR = general magic resistance (AD&D only; omitted if standard); Int = Intelligence; Sz = Size; THAC0 = Minimum roll required 'to hit'; xps = experience awards for defeating monster.

For NPCs, stats are as follows:

Name, level, class, characteristic scores (S, I, W, D, C, Ch), AC, alignment, hps, weapons used and damage done; THAC0, details of spells, magical items, treasure carried, etc.

Note that all Mandrazaal's clerics are male unless otherwise stated. The THAC0 score *does* include all bonuses due to strength and magical weapons (if any) but *not* any which might be due to spells (such as **bless**), and does *not* (AD&D only) include adjustments for weapon type vs variable AC. Bonus spells due to exceptional wisdom (16+; AD&D only) are included in spell listings where applicable. AC values given for clerics usually include the use of a shield (check the equipment for each NPC cleric), but a shield cannot, of course, be used by a spellcasting cleric. If a spellcasting cleric is involved in melee, don't forget to make the appropriate AC adjustment.

The term 'dex check' is used in places. This means the PC must roll his/her dexterity or *lower* on 2d10 to avoid some misfortune. The term EV is used for the Encumberance Value of certain treasures located in the dungeon. The terms MM, MM2, etc are used for the AD&D rulebooks.

Certain spells and magical items from *Unearthed Arcana* are used in the AD&D version of this adventure, but major UA revisions should not be used. This dungeon cannot accomodate 150hp barbarians and svirfnebli conjuring up 24HD earth elementals....

Finally, a table of suggested xp awards for NPCs can be found at the end of the module together with a brief rationale for computing them.

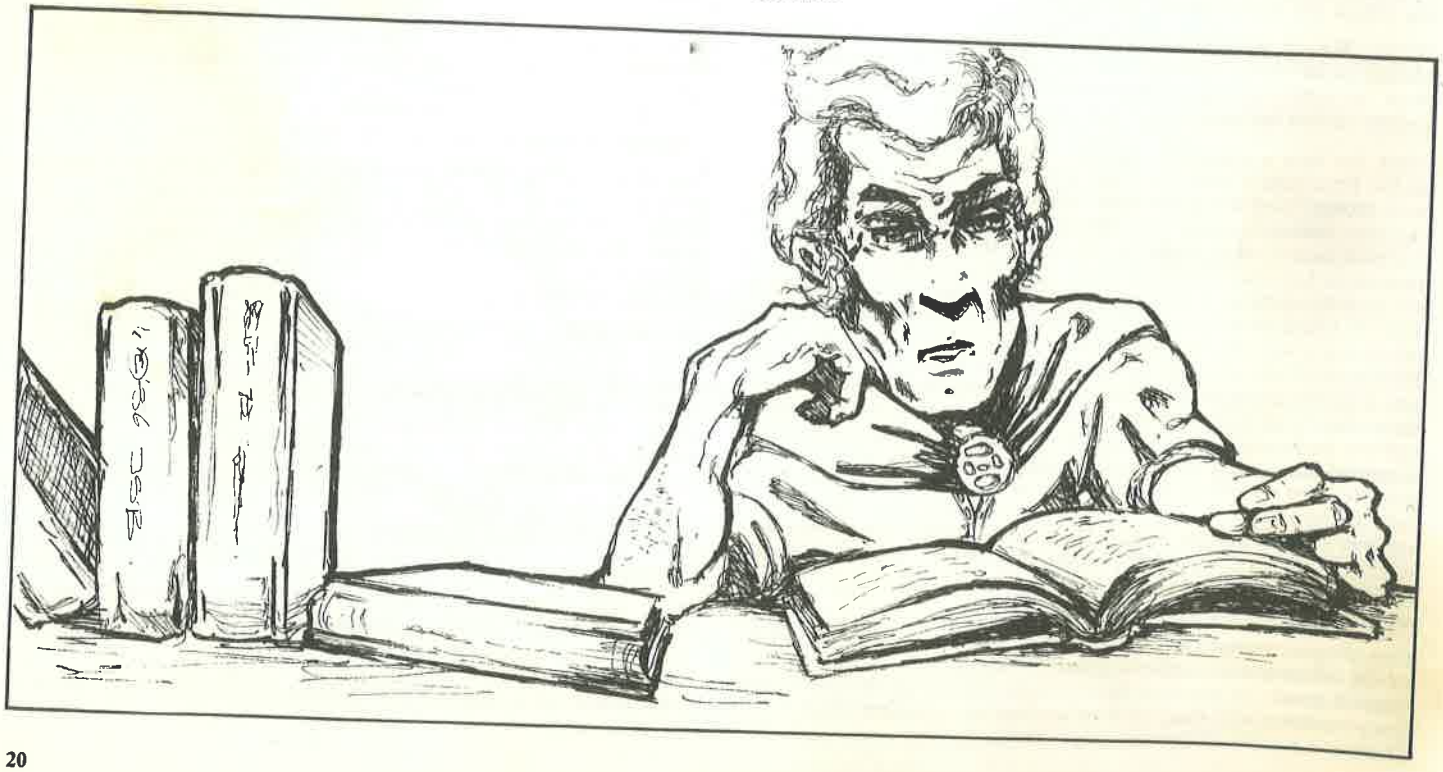
Commencing the Adventure - Making Enquiries

Players may decide that the intelligent thing to do is to find out more about the two deities before setting out for Argos. In the Domains, no temple of any religion will have any information about them, although an approach to a sage specialising in foreign religions, or to the Capitol Library will bear fruit. If the PCs are prepared to pay the fee, the Lorists and Sages Guild of the City League can provide information about Seraillian and/or Mandrazaal's cults in general terms (history, practices, but *not* any details about the Rod). This will bear out what they were told by Sarien.

The Capitol has far less useful information about the two cults, although it does refer to them as part of the pantheon of Poritas. More importantly, the museum can dispense a vital clue; the last recorded manifestation of Seraillian as a nighttime rainbow was 76 years ago in Xir. This was de Vries' one mistake; no cleric of Seraillian could be mistaken on this score, and yet Sarien described him as middle-aged. Even given de Vries' account of later history, it is highly unlikely that the goddess could have manifested somewhere after this time (which, indeed, she did not). So, either the Capitol's information is wrong, or.... If your players aren't the sort to do detective work for themselves, make an Intelligence check for the researcher. If successful, the character makes the connection, and realises that only one of these alternatives is possible.

Don't allow the PCs to tarry too long over this task. If they attempt to go back to the sage they first visited, or to delve deeper into the Capitol libraries, have the sage, or an archivist at the Capitol found murdered. Other men of knowledge will become very wary of talking to the PCs once the rumours start to spread. A similar sequence of events will follow if the PCs hire a sage in Poritas.

Use of a spell such as **commune** or **contact other planes** will give players an unpleasant surprise. Extraplanar creatures and deities will be very elusive and vague (a deity can always say 'no', even to a communing cleric). The struggle between Seraillian and Mandrazaal is every bit as bitter as that between Tarmanel and Pharastus. Many fear that all that can come of having followers of Domain deities involved in this struggle is an escalation of the conflict.



Further Enquiries - The Journey to Argos

Travel to Argos from Borth on a trading vessel is easily arranged, and will take XX days, although the PCs may have many quicker methods of making the journey. Once there, they may decide to make some additional enquiries. The Red Horse is easily found. The landlord, Dargan, will simply confirm the story the PCs already have. When they try to track down Mitch, however, they will reach a suspicious dead end. Mitch 'died in his sleep' three days before. If **speak with dead** is used to communicate with Mitch, his account of events will match that given by Sarien - and the PCs can't look into his eyes to verify that Mitch is telling the truth. Of course, if a PC is shrewd enough to cast **speak with dead** at the grave of de Vries, there may be a surprise. The GM shouldn't allow the PCs to leave such an encounter convinced they know that de Vries isn't dead; his grave is unmarked, tucked away in the paupers' section, and the new undertaker can only narrow the possible graves down to three (you can have fun inventing the occupants of the other two). Exhumation of the grave is wholly contrary to local law, of course.

Supplies can be purchased in Argos at normal prices, as can mounts. The map shows the distance to the village of Caer Darus to be about 35-40 miles away, and the temple to be over 50 miles further through rough terrain. It is impossible to get horses through the terrain above the 300 foot contour line, although the PCs will not know this until they try, or unless they ask the locals. The undulating uplands are fairly sparsely covered with vegetation but there is isolated cover from rock outcrops in some areas. The Ravenhead peak stands at 644 feet, and is readily visible for several miles around. The map pinpoints the temple to within 100 yards; it lies one half-mile due east of the peak.

Locals in the village of Caer Darus can advise the PCs that the uplands to the north are wild borderlands, since they abut onto wilderness areas and are populated by hostile humanoids, although these are not encountered very frequently. You should use the following encounters for the PC party, having these occur at suitable times on the journey, which will take three or four days at least.

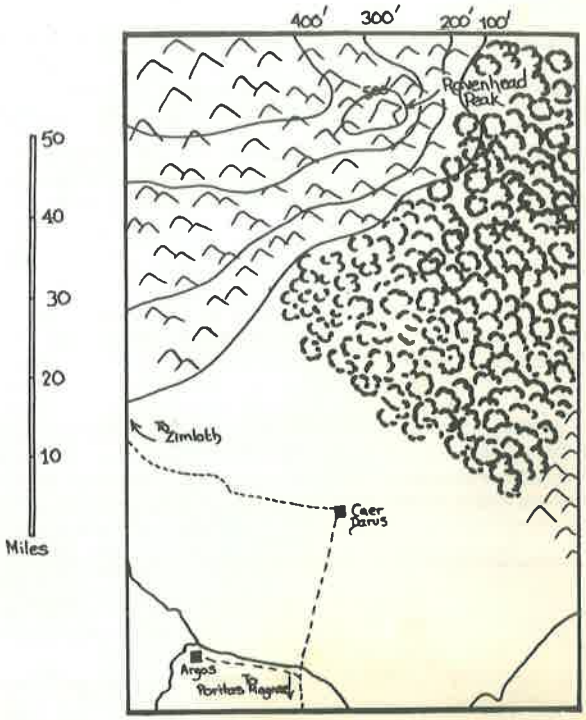
Temple Trek Encounters

1. Trappers: Three men (F0 humans - Fr1, if you are using the Freeman character class) clad in stout garments (treat as leather, AC7) armed with knives, are encountered with two mules carrying furs and pelts - wolf, bear, weasel, etc. They do not approach the PCs, but if they are approached themselves, prove to be gruff, but friendly. Geraine, Darreten and Zander are trappers from Caer Darus who work in the woods and low hills. They can inform the PCs - if offered wine or stronger incentive - that they saw a group of ogres a couple of days before. Otherwise, their two-week sojourn has passed uneventfully.

2. Spy in the Sky: To the north, the PCs can spy a figure hovering in the sky, well out of missile/spell range. The figure - standing on some kind of aeriel platform, it seems - remains in the same place for a few minutes, then flies off in the direction of the temple. This is Sarman (see encounter 5), but the PCs won't know this, at least until and unless they talk to her about it.

3. Ogres: Three ogres, two of them with dire wolf/worg pets, ambush the party's camp during the night. The ogres are viscious and cunning, and will seek to drag off a party member to supplement their diet.

3 Ogres: AC 5, MV 9", HD 4+1; hps 23, 23, 27; AT 1; D 1-10, AL C/CE, Int Low; SZ L; THAC0 15; xps 125 each/205, 205, 225; **Basic/MM**. One has the Standard Issue Ogre sack with 400sp, 550cp and 65gp, two silver bangles (2 x 50gp value; EV 15 each) and a roast dwarf joint wrapped in cloth.



2 Dire Wolves/Worgs: AC 6; MV 15"/18"; HD 4+4; hps 19, 26; AT 1; D 2-8; AL N/NE; Int Low; SZ L; THAC0 15; xps 125 each/185, 220; **Basic/MM**.

4. Fighting Manticores: Ahead on the road, the PCs will see two manticores fighting over the prone figure of an elf. If the PCs venture closer, the beasts will see them, and will attack, bloodcrazed as they are. They are not totally stupid - even though they have injured themselves through fighting each other - and can reason that the edibles not wearing shiny stuff (armour, that is) are easier than those which are. Thus, they will spend one round getting airborne, and will then fire spikes at thieves or MUs.

2 Manticores: AC 4; MV 12"/12" (18"); HD 6+1/6+3; hps 32, 34; AT 3; D 1-4, 1-4, 2-8/1-3, 1-3, 1-8; SA Tail Spikes D1-6 x6; AL C/LE; Int Low; SZ L; THAC0 13; xps 650 each/781, 797; **Expert/MM**.

If the elf is checked for signs of life, the party will discover he is well beyond saving (being part-eaten....). He is wearing a gold and topaz signet ring (worth 200gp) and carries a pouch containing 55gp, 18pp and a bloodstained, torn note. All that can be deciphered of the delicate, flowing handwriting (assuming one can manage the Gray Elf language) is "....Xirian adventure.... five of us for this sacred.... very dangerous.... greatest evil, in my vision.... you then. Your loving Valde...." The elf cannot be raised, since so little of his body remains intact.

GM's Note: Bearing in mind the points made in the introduction, the GM might decide that the ring on the elf's body is a ring of free action.

5. The Ranger: At some time, the party will turn a corner to come face-to-face with a young woman, in plate mail and with a large bastard sword at her side, sitting 5' off the ground of a **flying carpet** and spooning dried peaches into her mouth from a bowl. Beneath her, watching the leading party member out of one eye, is a *huge* dog.

Rod of Seraillian

Sarman 'Sam' Skywise: Ranger 6, L/CG human female; S 17, I 13, W 14, D 16, C 16, Ch 14; hps 56; AC -3 (**plate mail +1, ring of protection +2**; has a **bastard sword +2** (NSA), **dagger+2**, longbow and arrows, and travels on a **flying carpet**.

Shuki, her pet Cooshee: AC 5; MV 15" (21" sprint); HD 3+3; hps 25; AT1; D 7-10; SA Overbearing; SD Camouflage; AL N; Int Low (though exceptionally smart for a cooshee); SZ M; THAC0 15; **MM2**.

D&D GM's Note: Sam should be treated as a Lawful fighter with tracking/woodland skills, and the cooshee as a huge dog, weighing about 300lbs.

Sarman is a highly individualistic bounty-hunter, currently in the pay of the village of Caer Darus for culling giants and related evil creatures. She will respond well to polite greetings from female PCs, or very badly to any ungentlemenly comments from boorish males. Otherwise, she is merely indulging her curiosity by getting a closer look at the PCs she observed earlier.

Not only can she offer a ready supply of dried peaches, but she knows the vicinity of the peak, and has been killing bugbears there. She doesn't know of any Temple, but believes there must be a bugbear lair very close by, since she was pursuing some who just disappeared. She thinks the bugbears may have captured some other adventurers she saw, since she has lost track of them, and found some blood on the ground where their trail was intercepted by that of the bugbears. She can also help the PCs by **predicting weather** (AD&D: as the 6th level druid spell), an old skill of hers - hence the adopted second name.

She will not join the PCs, being far too chaotic and freedom-loving for this. She prefers the cooshee bitch for company. She only stopped to warn the adventurers about the bugbears, and to find out which way they were heading - they were making enough noise to scare away all the game for 30 miles....

The Temple of Mandrazaal: Notes for the GM

After a few days, the party will reach the area of the Temple, and the GM will need to refer to the encounter descriptions for the Temple. Certain general points need to be made, then, which apply to all of the Temple area encounters.

Dungeon corridors and chambers are shown to scale on all maps; corridors are at least 10' wide in all cases. The Temple was cut by human/humanoid miners and magic from natural limestone caverns, so the air is generally damp. Whilst there are irregularities in contours of corridors and chambers, the diagrams show 'smoothed' contours to facilitate easy description and mapping. Ceiling heights vary between 14-18 feet; important exceptions are noted.

Major items in rooms (tables, altars, beds, idols, etc) are shown in the large majority of locations except where this would badly clutter the room (eg, in bugbear dorms). No item is shown on the maps which is not described in the relevant text description. All rooms occupied by humans and all corridors will be lit with torches (corridors) and oil-burning lamps/lanterns (rooms). Rooms used by humanoids with infravision do not have such light sources. Doors will be locked in most cases, particularly at night or after the PCs have made their first serious incursion into the Temple. Normally, the exceptions will be noted. Note particularly that - with the exception of major locations - the descriptions of chambers are less detailed for levels 3-4 than for levels 1-2. No essential description is omitted, but incidental detail is a little thinner to save space; reference should be made to certain areas having the 'same kind of furnishings and trappings' and the players should have become used to what these are after exploring the upper levels.

The Black Clerics

Mandrazaal's clerics wear plain, black, cotton robes over their armour (specified individually: chain, plate, etc), but some have lined or trimmed robes which may be valuable if not shredded or **fireballed**. In many locations, brief descriptions of minor treasures (personal effects, etc) are given. Remember that the clerics live in this Temple; not all their treasure is in gems and gps. You should determine the time needed to find these (with the exception of those which are obvious or well-hidden), according to the needs of the play sessions.

For all dungeon levels strategy notes are provided which will help you to modify NPC actions as the overall position changes. Keep in mind that the clerics are mobile, can regroup, have different and sometimes conflicting aims, variable resources and information sources. While battle tactics are often suggested, do not forget that junior NE clerics and humanoids may construct traps and defences with mundane materials - oil as a missile weapon, trip-wires, etc. These tactics are not included among the suggestions, but are something the GM should consider (assume, for example, that any area with oil-burning lamps will have plenty of spare oil). Senior NPC enemies will eschew such tactics; they have guards and strong spell use.

For all these reasons, this dungeon may be best suited to several, short play sessions, so that you can regroup the NE forces, plan defences and consider off-stage action. And remember: until the PCs reach the Rod, the senior clerics of the Temple will plan their strategy to allow the PCs to get through, even though their minions will be trying their all to stop them in each individual encounter. Malaan and his allies have no such contradiction - if he can do so without disobeying his seniors, Malaan will try to use his resources in the most intelligent fashion to stop the PCs. And after the PCs have the Rod, then all restrictions are off....

Dungeon Level 1 : Strategy Notes

Even if the guards here receive some warning of the PCs' arrival, they will not immediately alert further guards. Only if they see that the PCs are powerful - as a ranger kills a bugbear with one blow, or an MU fires off a whole fistful of **magic missiles** - will they try to get to area 17 to alert the guards on level two (through area 18). In such circumstances, they will abandon the upper level, and try to make their way down to level 2 to bulk up the guard there. These are not 'to-the-death' types, and if prevented from escaping from a powerful party, will surrender after an initial scrap.

For the tactics of the occupants of individual areas, see the relevant italicised notes below.

Dungeon Level 1

1. Entrance Doors

De Vries' map pinpoints the entrance to the Temple to within 100 yards. There is very little visible of the Temple above ground; merely some carvings in the rocks at the head of the trail, and the entrance doors themselves, which are set in a vertical rock face, concealed with a **hallucinatory terrain**. This disguise is largely negated by the well-worn trail up to the rock, worn by humanoid feet. Rangers (100%) and others (40%) will easily find these tracks.

Tactile checking reveals the doors; they are of a dark, heavy wood with ironfittings and bear carved, non-magical sigils of Mandrazaal's cult. A successful Open Locks, **knock**, or the efforts of PCs with a combined strength of 45 will open them. Either of the last two options, unless covered by **silence**, will alert the bugbear guards in (2). The main steps lead down 40 feet over a 180 feet distance, and are without light (as are all corridors on this level), though there are unlit torches in brackets at regular intervals along the walls.

2. Bugbear Guards

A seedy chamber, with unremarkable furnishings (crude table, chairs, bunks, a medium-sized unlocked chest with dirty clothes and personal effects). A serjeant and six bored guards sleep, dice and bicker in here. Only if alerted by noise will they not be easily surprised.

Bugbear Sarjeant: AC 4; MV 9"; HD 4+2; hps 26; AT 1; D 4-10; SA +2 to hit/damage; AL C/CE; Int Low; SZ L; THAC0 13; xps 200/300; uses a morning-star, wears a silver/bloodstone ring (80gp value) and a heavy belt-pouch with the others' wages - 5gps, 120sps, 140cps.

6 Bugbears: AC 5; MV 9"; HD 3+1; hps 14, 17, 17, 18, 22, 25; AT 1; D 3-9/2-8; AL C/CE; Int Low; SZ L; THAC0 16; xps 50 each/179, 203, 203, 171, 223, 195; use crude clubs; **Basic/MM**.

3. Ogre Guards

Another unremarkable chamber, with straw bedding, two tatty and worthless wolf skins, two pottery flagons of vile-tasting raw spirit, a table with scraps and the wolf's bowl. The ogres are fiercely attentive guards at night, but tend to be drunk and asleep all day, leaving the wolf on guard.

2 Ogres: AC 5; MV 9"; HD 4+1; hps 22, 25; AT 1; D 1-10; AL C/CE; Int Low; SZ L; THAC0 15; xps 125 each/200, 215; armed with clubs;
Basic/MM.
Dire Wolf/Worg: AC 6; M 15"/18"; HD4+1/4+4; hp 24/27; AT 1; D 2-8; AL N/NE; THAC0 15; xps 125/225;

4. Junior Acolytes

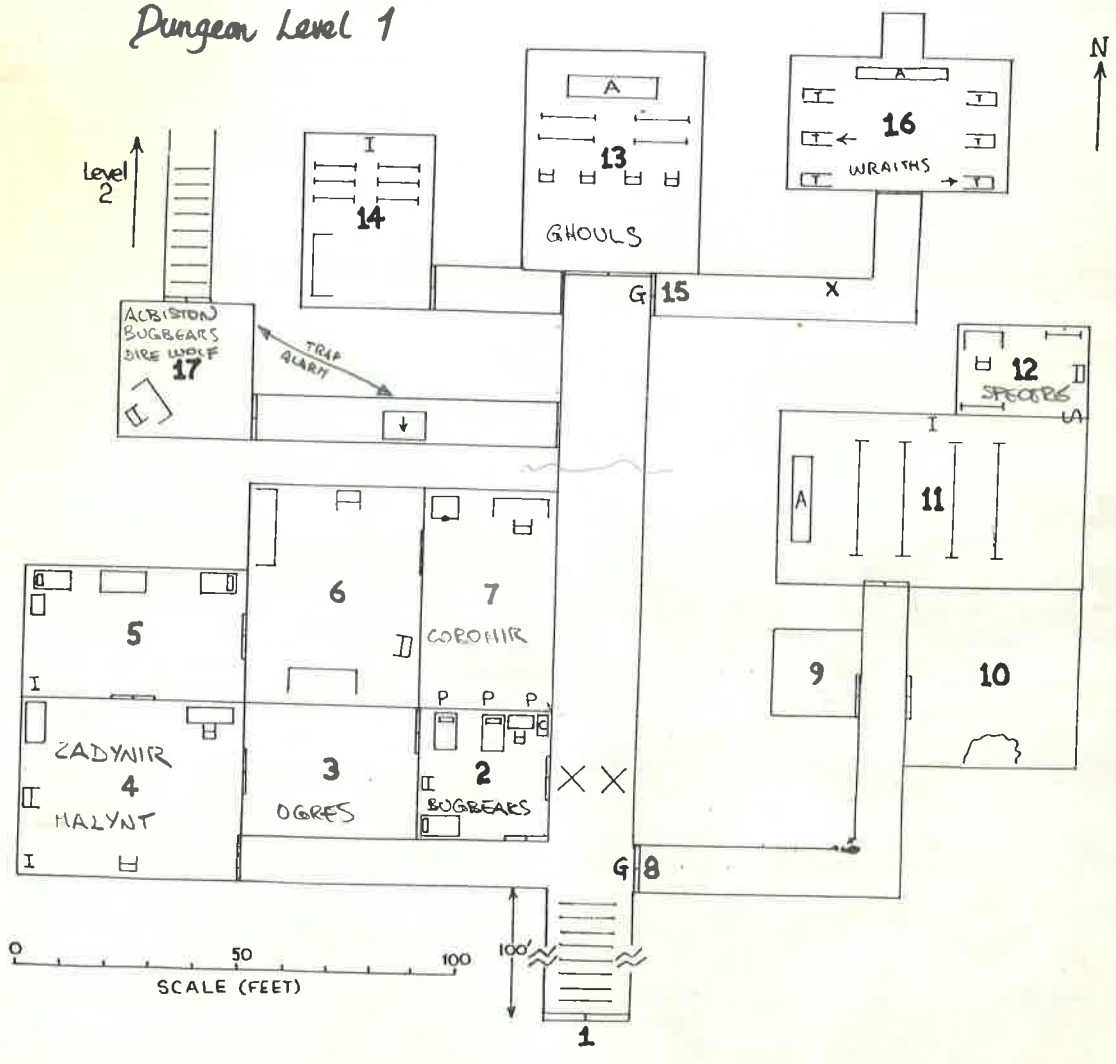
The day-room of the acolytes is cleaner and better-furnished, with a bearskin rug (100gps value, EV 150), solid wooden tables with drawers, chairs, two oil-burning lanterns, a wall-shelf with 4 vials of unholy water and three unholy prayer books, a small icon of Mandrazaal and a bracketed brass container with a dozen evil-smelling incense blocks. During the day, Malynt and Zadynir will be in here engaged in studies or rituals. It will be empty at night.
Malynt, 4th level cleric: S 14, I 12, W 16, D 15, C 15, Ch 10; AC 2 (plate mail, no shield); AL NE; hps 19/23; THAC0 18; D 2-7 (staff/footman's flail); MV 6"; has 8gps & 20sps in a pouch and a plain gold ring (40gps value)
D&D Spells: **darkness** x2, **hold person**
AD&D Spells: **bless, cause light wounds, darkness** x2, **sanctuary, hold person, resist fire, silence 15'** x2.
Zadynir, 4th/3rd level cleric: S 13, I 9, W 15, D 11, C 12, Ch 13; AC 5 (chain mail, no shield); AL NE; hps 19; THAC0 18/20; D 2-7 (staff/footman's flail); MV 6"/9"; has a gold & zircon ring (40gps)
D&D Spells: **darkness** x2, **hold person**
AD&D Spells: **darkness** x2, **sanctuary, aid, hold person.**

5. Junior Acolytes

Their sleeping area. There are two pallet beds, two oil-burning lanterns, prayer mats and footstools, another icon of Mandrazaal, two spare sets of robes, a table with locked drawers (keys in one of the spare robes) and another table with porcelain washing bowls, urns of water and two slightly valuable nick-nacks - an ivory comb (25gps value, no EV) and an ornate silver mirror (50gps value, EV 10). The table contains two pouches with mixed coins to the value of 20 and 15gps.

6. Reading Room

This room contains two large desks with scattered vellum and inks (worth 150gps, EV 50) and quills. The clerics have been copying three Mandrazaal texts and illuminated sketches of **protection from good** circles, etc. The room is lit by lanterns, and the doors to the east bear more of the same sigils seen outside the Temple and upon its entrance doors.



COROMIR 6th level cleric · S16 I10 W15 D11 C13 Ch8
AC 4 hps 36 THAC0 15 AL NE
D 3-8
MEDAGLIONE 250 GP
CHAIN MAIL +SHIELD
WARHAMMER
SPELLS: DARKNESS, FEAR
2 x HOLD PERSON
CONT. DARKNESS

7. Acolyte Leader

Coromir oversees the junior's devotions and commands the humanoids, receiving his orders in turn from Gramman (area 28). He is very bored and spends his time executing very bad oil paintings. This lantern-lit room contains his pallet-bed, a wardrobe with two spare robes, two excellent pairs of boots and some fine leather belts (45gp total value), an empty desk, a chair, an easel, 10 pots of oil paints (20gp value each), a stack of poor animal-hide canvasses and three excruciating paintings (a unrecognisable one of himself, a ghoul arising from a tomb, and a girl expiring from poisoned drink).

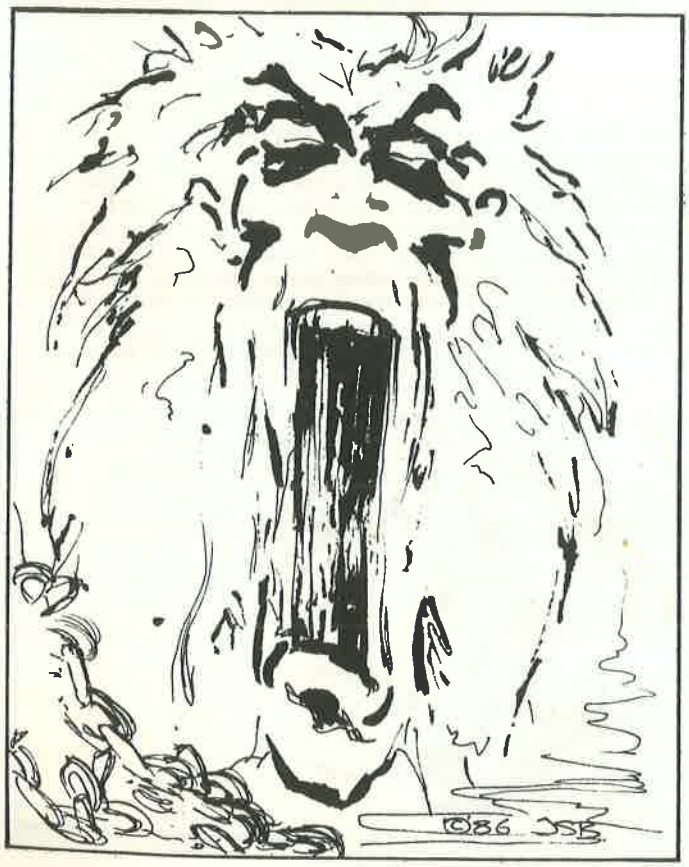
8. Glyphed Doors

A careful check will show that the hinges of these doors are clearly rusty. An even more careful check will show that an electrical **glyph of warding** has been placed upon them, hidden among the many other non-magical sigils on these locked, heavy, wooden doors. Anyone touching the doors must make a save vs spells or take 16 points of damage (half if saved; note that the detonation will make a lot of noise).

The area beyond has not yet been renovated and the corridor is very dusty. The air is dank. The corridor is unlit although burned-out torches can be found in wall brackets. Areas 9-12 are obviously unused by Mandrazaal's clerics.

9. Store

This originally held unholy paraphenalia - incense, fetid grasses and herbs, unholy water, etc. The surviving brass bowls and chalices have no value, though six empty crystal vials (40gps value each) can be found among the debris if checked.



10. Enrobing Chamber

In the past, junior clerics donned their ceremonial robes here, but only the rotted remains of 30 robes on pegs are left here now. The east wall bears the faint outline of an 8' painted circle, depicting further signs and sigils. There is a 12' wide depression in the floor at the south end, and the base of the wall itself has been destroyed; a pit leading to an underground chamber has been constructed by the monster(s) now in residence. Noise in the room will cause them/it to attack.

D&D: **2 Caecilias:** AC 6; MV 6"; HD 6; hps 19, 30; AT 1; D 1-8; SA Swallow whole on 19-20; AL N; THAC0 14; xps 500 each; **Expert**.

AD&D: **Umber Hulk:** AC 2; MV 6"; HD 8+8; hps 41; AT 3; D 3-12 + 3-12 + 2-10; SA Confusion gaze; AL CE; Int Ave; SZ L; THAC0 12; xps 1792; **MM**.

Caecilias are stupid and, being hungry, will attack to the death. The hulk isn't so dumb, and if reduced to 10hps or less, will retreat back down the tunnel, which descends with a 1-in-3 gradient to a 20' wide, rock-strewn hemispherical chamber 80' below. Movement in the tunnel is half normal, or else a Dex check must be made to avoid slipping and falling (1-4hps damage per 10' fallen - roll a d8 to decide how far the character falls). The lair contains two garnets worth 100gps each.

11. Ceremonial Chamber

This was once a place for acolytes' devotions. The stone altar remains, but not the wooden pews, which are crumbled on the floor. Two huge brass incense burners decorate the west wall, an icon of Mandrazaal is set in an alcove in the north wall, and the east wall has many robes hanging on pegs. A table bears the mildewed remains of unholy prayer books and some decomposed silk hangings. The altar bears no trappings, only some ominous old stains, and is made of plain stone with carved arabesques and sigils.

12. Priests' Rooms

Senior clerics officiating at ceremonies dressed here, and the undead remains of one priest - slain by a jealous colleague when the Temple was abandoned - are still here. Simple furnishings (benches, table, chairs, cloths) are rotted through, though there are some items of value: a ceremonial silver bowl (300gps value, EV 100), two silver incense burners (200 gps value each, EV 75), and a gold-handled knife with two bloodstones and a citrine set in the handle (700gps, EV 20).

Spectre: AC 2; MV 15"/15" (30"); HD 6/7+3; hps 25/30; AT 1; D 1-8; SA 2 level energy drain; SD magical weapons to hit, immune to mind-affecting spells (AD&D: also cold, poison and paralysis); AL C/LE; Int High; SZ M; THAC0 14/13; xps 725/1950; **Expert/MM**.

The Spectre will only attack the PCs if they are wearing the ceremonial robes as a disguise, or if they attack (or seek to turn it), or remove items of value. Should true clerics of Mandrazaal be brought into this room, the result would be carnage.

13. Preparation Chamber

The solid wooden doors (bearing more sigils) are unlocked. The room is unlit, though there are bracketed torches on both the east and west walls. Cotton hangings depict Mandrazaal's clerics on the north wall. Two rows of pews and several rows of chairs face a raised dais, on which are two copper bowls of unholy water, a morning-star, prayer books, a large unholy text, two silver candlesticks (100gps value, EV 35 each), 12 grey candles, 12 flasks of oil (perfumed with a sickly scent), an ornamental lanthorn with gold filigree work (250gps value, EV 80), three small cotton towels, and a bronze rod with a skull motif and bloodstones in the eye sockets (radiates a faint evil but is harmless, 250gps value, EV 70).

The chamber is for rare (and carefully screened) visitors to the Temple. They are ritually prepared for entry into the rest of the complex. There is a 25% chance that one or more acolytes (from areas 39 or 40) will be here, tidying up and bringing in fresh supplies. If so, the chamber will be lit. The acolyte(s) will fight as best they can, but if threatened with capture will suddenly renounce their god. The reasoning behind this is simple; rather than be captured and reveal the defences of this place, the acolytes will be sacrificing their lives to the undead defenders of this chamber, who appear behind the dais when unbelievers are revealed.

D&D **8 Ghouls:** AC 6; MV 9"; HD 2; hps 9, 11, 7, 4, 6, 15, 11, 13; AT 3; D 1-3 + 1-3 + 1-3; AL C; THAC0 19; xps 25 each; **Basic**.

AD&D **5 Ghasts:** AC 4; MV 15"; HD 4; hps 9, 29, 17, 17, 20; AT 3; D 1-4 + 1-4 + 2-8; SA Paralyse, stench; SD Immune to sleep, charm, etc; AL CE; Int very; SZ M; THAC0 15; xps 226, 306, 258, 258, 270; **MM**.

The creatures will look to kill the Mandrazaal clerics first, and defend themselves last. They will not otherwise reveal themselves unless the PCs start tampering with the material on the dais.

14. Meditatorium

Tidy, even though little used, this spartan chamber is dominated by an obsidian idol of Mandrazaal. The room otherwise has only pews, footstools, prayer mats and a large collection of unholy texts. The doors are unlocked.

15. Glyphed Doors

The trap here is identical to that on the doors to area 8. Again, the unused state of the doors and the passage beyond is obvious is a visual check is made. At the point marked by the small 'x', there is a 7' wide open pit in the floor, obviously made by a burrowing creature of some size and power. A tunnel twists and turns some distance away from the bottom of the pit. Fill it with a purple worm if the PCs turn out to be dumb enough to wander along it; the idea is that it should warn them that this is an area occupied by creatures one shouldn't wish to meet.

16. Commemorative Chamber

This unlit chamber houses the ceremonially interred remains of some juniors slain in the service of Mandrazaal. The dais bears rotted and unidentifiable leather and cloth items, two worthless empty brass bowls, two iron mitres and an unholy symbol of Mandrazaal. Most of the bodies were cremated and stored in wall urns, but some were buried, and two of these six tombs (marked with arrows on the map) contain undead.

D&D **2 Wraiths:** AC 3; MV 12"; HD 4; hps 17, 14; AT 1; D 1-6; SA Energy drain; SD silver or magic to hit, immune to mind-influencing spells; AL C; THAC0 16; xps 125 each; **Expert**.

AD&D **2 Wights:** AC 5; MV 12"; HD 4+3; hps 20, 17; AT 1; D 1-6; SA Energy drain; SD Silver or magic to hit, immune to mind-influencing spells or cold; AL LE; Int average; SZ M; THAC0 15; xps 640, 625; **MM**.

17. Guards, Level 2 Entrance

There is a simple concealed pit trap, 7' wide, 20' deep (3-18hps damage) and 10' long, in the 10' corridor. Anyone with legitimate business is guided past it. Falling into it will certainly create enough noise to alarm the guards on duty in room 17. They will take appropriate action (see below). Neither set of doors is normally locked.

The chamber is an office. Behind the desk sits an acolyte who greets visitors. He sits with a dire wolf at his side, and bugbears flanking the north door, maintaining a record book of arrivals and departures, past and expected, from the Temple. As a precaution, the first page of the book is trapped with a glyph which, if looked at by anyone with an alignment other than NE, inflicts 16 points of fire damage (no save). To add insult to injury, the book will then be consumed by flame in a single round. There is little of interest in the book anyway, except the frequent reference to the comings and goings of 'DV'. Naturally, the reference is to de Vries.

Also on the desk top are some sheaves of virgin parchment, quills and inks (total value 30gp) and a marble paperweight (40gp, EV 50). There are several sheets of unsavoury doodles. The desk has two locked drawers (the acolyte has the keys) which contain the valuables of a dupe visitor who was involuntarily detained and politely executed. The top drawer contains a pouch with 85gps, 7pps and two base 100gp gems.

Albiston, 5th/4th level cleric: S 17, I 11, W 15, D 16, C 16, Ch 9; AC 1/2 (plate/banded mail, no shield); AL NE; hps 29; THAC0 15/17; D 3-8 (staff/footman's flail); MV 6"/9"; has two belt pouches, one with rank herbal tobacco and a good, wooden pipe with gold bands (30gps, EV 8) and the other with 27gp; also has a platinum bracelet worth 180gps (EV 20)

D&D Spells: **darkness** x2, **hold person, silence 15'**

AD&D Spells: **command, darkness** x3, **fear, hold person, silence 15'**.

2 Bugbears: AC 5; MV 9"; HD 3+1; hps 17, 16; AT 1; D 3-9/2-8; SA 50% surprise; AL C/CE; Int Low; SZ L; THAC0 16; xps 50 each/203, 199; use crude clubs; **Basic/MM**.

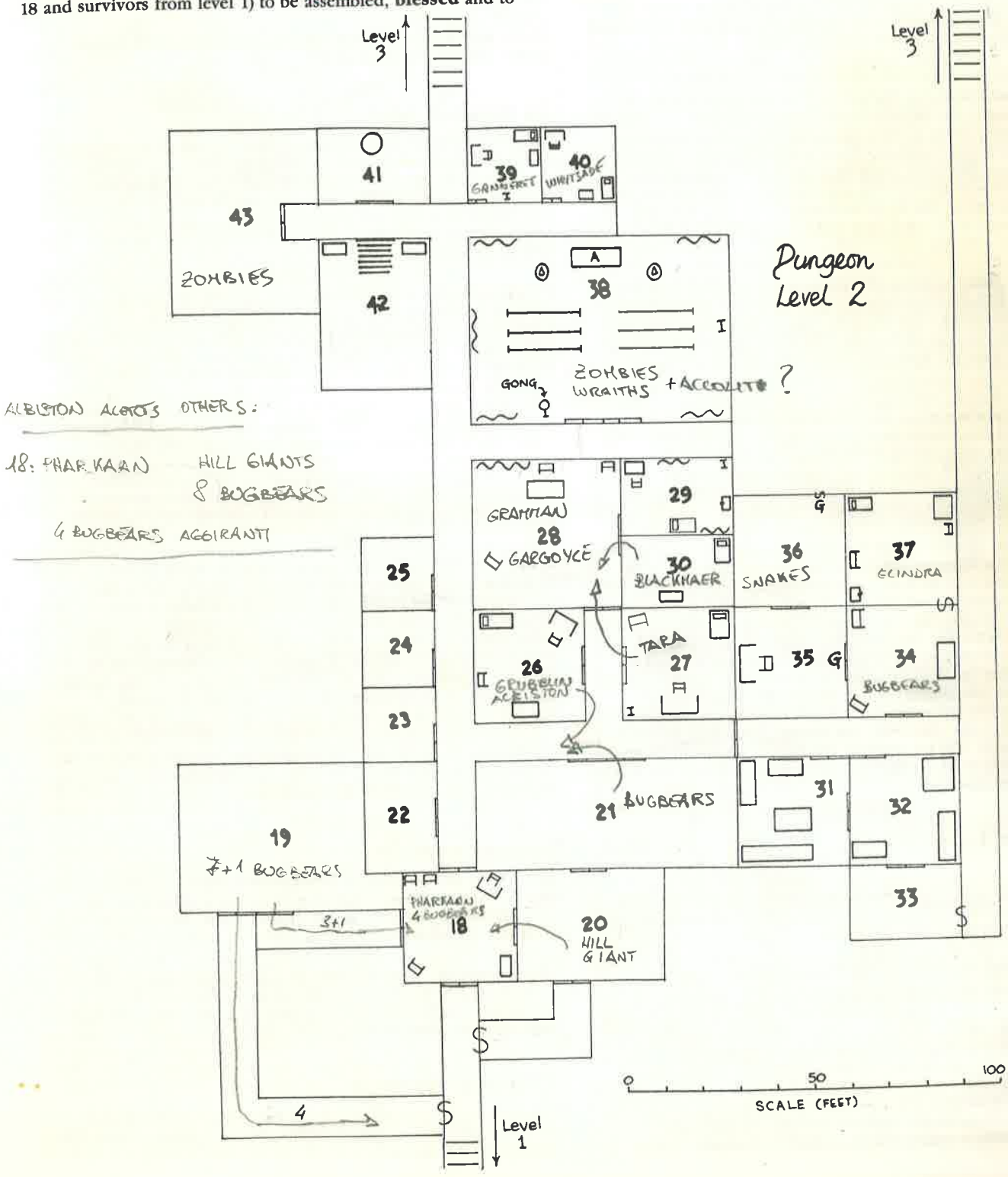
Dire Wolf/Worg: AC 6; MV 15"/18"; HD 4+1/4+4; hps 14/17; AT 1; D 2-8; AL N/NE; Int Low; SZ L; THAC0 15; xps 125/175; **Basic/MM**.

If warning is given by the party, Albiston will leave at once to alert the guards in area 18. If surprised, the bugbears will try to block the PCs' path while the cleric casts **hold person** and **darkness** on those behind the front rank, and then escapes. If the party get into the room in disguise and are then revealed, Albiston will make a gesture behind him, as if reaching for something (don't *over*-emphasise this). If the PCs check what he trying to do, they will find he has a fragment of a bell-pull in his hand - a minute hole in the ceiling shows where the cord passed. The rope looks cut. Though they cannot know it, this is one small 'aid' given them by De Vries who has sabotaged the alarm system. This one act ought to allow them to take out the first level without disturbing the second.

Dungeon level 2 : Strategy notes

NPC strategy here will depend on whether the cleric from area 17 escaped and raised the alarm, or possibly on the timescale of the PCs' actions.

If Albiston, the cleric from area 17, escaped, there will be time for the hill giant, bugbears (areas 19-21) and junior acolytes (area 18 and survivors from level 1) to be assembled, **blessed** and to take up battle stations. The giant, clerics and eight of the bugbears will be stationed in and around area 18, and the remaining bugbears will file into the passages whose secret doors abut onto the entrance landing to cut off the intruders from the rear. Albiston's task, following his raising of the alarm in area 18, is to run to area 28 and alert Gramman, the senior cleric on this level. En route, he is to warn Tara (area 27) and Grubblin (area 26), who will cast additional spells for the defence of the level. Tara will then retire to level 3, conveying information about the raid which will ultimately find its way to de Vries. Albiston and Grubblin will lead the Mandrazaal forces in defence of the level, while Gramman summons his bodyguard, Blackmaer, to his chambers.



In the circumstances, it is difficult to see how the PCs can succeed with the defences of the Temple thus readied. However, much depends on how quickly the PCs pursue Albiston after he leaves area 17. If they come down to level 2 less than thirty minutes after he leaves, there will be an ambush along the lines of the above (AD&D: although the **bless** will only be in place if the PCs rush the area during the six minutes which follow the organisation of the defence). If they have delayed that long, however, de Vries' plans of subtle sabotage will have altered the defence; Gramman will be instructed to hold area 18 with all his forces, and not to send the four bugbears to attack the rear. He will interpret this in such a way that he will not himself be there... nor will his bodyguard... or the zombies. This may be enough to save the PCs' skins. Their lives, in other words, depend upon either their subtlety in by-passing the defences, their speed in pursuit of Albiston, or on a lengthy delay.

If Albiston did not raise the alarm, but the party alerts the guards anyway, the humanoids will prove that they are well drilled and will move to their posts quickly. If they have been alerted by noise on the stairs, there will be time for a **bless** from Pharkaan (area 18); if the noise is close to the entrance door to area 18, there will not be. The sequence of actions for the NPCs is as detailed above; the noise of combat will alert Tara and Grubblin (areas 26/27) and Tara will alert Gramman (28).

If the party gains surprise, the Bugbears in areas 19/21 will still make every effort to gain surprise attacks. Those in area 21 will need to pass through area 20 to do this, however, and they will attack the PCs directly if they are observed. Again, the noise of combat will alert the juniors in areas 26/27; their actions as above.

If the PCs make incursion into this level, Gramman will abandon his roooms (taking useful magic, etc), but he will be ordered back to them by De Vries. Bewildered, he will comply, and will mount an attack on the PCs using all the acolytes remaining on this level and the zombies from area 43. If Gramman is killed, any surviving acolytes will take refuge in area 38.

Malaan will be alerted by the Bugbears when the PCs invade. At this stage, he will *not* attack them directly, but will use all his detection spells and devices (he is thoroughly familiar with all locations in levels 2/3) to observe them and find out about them. If it seems at all possible, he might try to pick off one PC, **charm** him/her, and learn the names of the other PCs (see area 64 for the rationale). However, he will begin evacuating his magical items and other belongings to his rooms on level 3, taking along his henchmen (the Bugbears; the MU Elindra (area 37); the **charmed** acolyte Ganneret (area 39), if it looks safe to reach him; and his snakes - see this level). His eventual plan will be to kill the PCs on level 3. If his quarters are directly attacked, he will certainly flee to level 3 and his protectors should hold the PCs up while he does this.

Dungeon Level 2

The steps from level 1 descend 15 feet over a 70 foot distance; metal armour clanking on the stairs gives 2 rounds warning unless magical **silence** or somesuch is used.

18. Junior Acolyte and Guards

Another 'office'. The acolyte is seated at a desk, which has 2 locked drawers (the acolyte has the keys; the top drawer contains a prayer book, 4 vials of unholy waters, a rota for Bugbear watches written in Bugbear, which shows that there are 4 on guard here at any one time, in 6-hour shifts; the lower drawer contains 2 pouches, one with 220sps and 45gps and one with 2 100gp gems). Valueless wall hangings depicting elves being dismembered hang limply on the walls, and the only other furniture is some scattered chairs, a small keg of poor beer and valueless pewter tankards on a small table, and a brass bell on W wall (which was connected to the pull in area 17). The area is lit with oil-burning lamps.

4 Bugbears: AC 5; MV 9"; HD 3+1, hps 8, 5, 17, 17; AT 1; D 3-9/2-8; SA 50% surprise; AL C/CE; Int Low; SZ L; THAC0 16; xps 50 each/167, 155, 203, 203; armed with studded clubs; **Basic/MM**.

Pharkaan, 4th/3rd level cleric: S 11, I 11, W 18, D 16, C 11, Ch 8; AC 0 (plate); Align NE; hps 16, THAC0 20 (19); D 1-6 (staff); has a gold/jasper ring (125gps).
D&D Spells: **darkness x2, bless,** also has scroll with **hold person**
AD&D Spells: **bless, command, darkness** x2, **hold person, know alignment, silence 15'**

19 Bugbears

There are normally 8 Bugbears stationed in this room, although the room contains bedding (pallet-bunks, straw, etc) for 15. Crude furnishings, 12 spare clubs, two shrunken elves' heads, a pile of *very* tatty and lice-infested wolfskins, and a crudely constructed and locked (the Bugbear leader has the key) wooden coffer completes the furnishings. The latter contains 620cps and 450sps. The room is unlit.

7 Bugbears: AC 5; MV 9"; HD 3+1, hps 20, 15, 16, 11, 11, 14, 7; AT 1; D 3-9/2-8; SA 50% surprise; AL C/CE; Int Low; SZ L; THAC0 16; xps 50 each/215, 187, 199, 179, 179, 199, 163; armed with studded clubs; **Basic/MM**.
Bugbear Leader: AC 4; MV 9"; HD 4+2; hps 19; AT 1, D 4-10/3-12; SA surprise, +2 hit/damage; AL C/CE; Int Low; SZ L, THAC0 13; xps 200/3000; uses a halberd, wears a silver skull-shape brooch with carnelians (200gps, EV 10) on his wolfskin 'tunic' and wears a very solid and discoloured silver bracelet (40gps, EV 50).

20. Hill Giant

This vicious brute bullies the Bugbears and is used by the clerics to track outside. The Giant and his chamber smell awful. Sprawled in one corner of the room are a pile of straw and valueless furs, and a large barrel of appalling beer, a giant-size iron tankard and two spare clubs have been left in various places. A collection of humanoid bones and an unlocked wooden crate in which the giant has stored treasures it has collected from victims are hidden beneath a pile of rank furs: 1150cps, 810 sps, 420gps, 22pps, and 2x 100gp gems are stored here in cloth bags.

Hill Giant: AC 4; MV 12", HD 8/8+2; hps 42; AT 1; D 2-16; SA hurls rocks (but not here); SD none; AL C/CE; Int Low; SZ L; THAC0 12; xps 650/1928; **Expert/MM**.

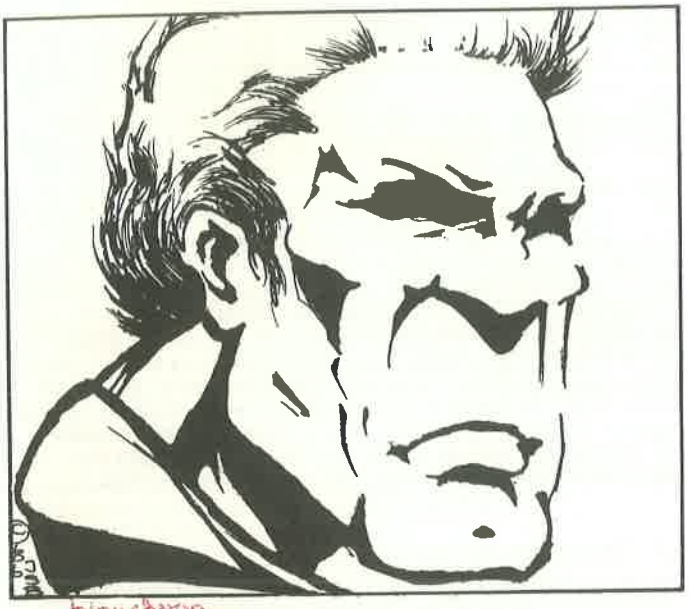
21 Bugbears

Again, there are beds for 15 Bugbears, but in this chamber there are only 6 (3 are on watch in area 18, 6 are with Malaan). The room details are the same as for area 19, save that only the treasure is a sack with 1480cps.

6 Bugbears: AC 5; MV 9"; HD 3+1, hps 16, 26, 16, 14, 13, 14; AT 1; D 3-9/2-8; SA 50% surprise; AL C/CE; Int Low; SZ L; THAC0 16; xps 50 each/197, 235, 197, 179, 187, 187; armed with studded clubs; **Basic/MM**.

22. Food Store

Dried meats, cheeses, tubers, fungi, beer, flagons of vegetable oils, and a little store of wine and spirits are kept locked in here. The keys are kept in area 27.



23. Linen Store

This room is unlocked. It is used as a store for towels, sheets, spare robes, etc. There is nothing of any real value.

24. Oils and Lamps

There are some 400 flasks of oil here and about 40 oil lamps of various kinds, stacked on shelves. One of the lamps (a decorated lanthorn with tiger eye/rhodocrosite gems) is worth 180gps (EV 40) but will take some finding.

25. Weapon Store

The very stout door to this chamber has two strong locks (the keys are kept in area 28) and needs *two* successful Open Locks rolls (-5% to normal chances) to open it (but one **knock** or some very determined and *very* noisy demolition work will do). There are 14 maces, 5 quarterstaves, 8 slings and 8 clubs here, plus 6 50' ropes and 3 ornamental/sacrificial knives (nonmagical but radiate a faint evil).

26. Acolyte

Grubblin is very strong and *incredibly* stupid, but he has a terrific affinity with zombies and oversees their menial duties in this level (see area 43). His chamber is disgusting - it smells very unpleasant and is littered with debris (a pallet-bed, poor quality furs, a collection of 13 humanoid skulls and numerous femurs, tibias etc, 2 morning stars and some copper bowls and dishes of no value, one of which contains a doubtful yellow liquid). However, the poor wretch has designs on Tara (area 27) and a vial of ambergris (140gps, EV 30) can be found after some searching; also, one of the skulls comes apart neatly at the level of the eye sockets (needs careful checking to see the join) and contains Grubblin's carefully hoarded treasure: 4 tiger eye gems (10gps each), 3 bloodstones (50gps each) and a gold ring set with a fine aquamarine (800gps).

If the PCs have delayed entering here for long enough for De Vries' orders to have filtered back, there will be an extra item *prominently* displayed; an unlocked wooden 'case' with 4 light blue potions of **healing**, marked with the helpful note (in Common) "for healing anyone injured in combats". Grubblin can't read, of course, and - having been told simply to retain this item - will do so (this is another of De Vries' aids...)

Grubblin, 5th/4th level cleric: S 18, I 4, W 13, D 17, C 16, Ch 5; AC 1/0 (plate); AL NE; hps 30; THAC0 16/17; D 4-9 (staff/footman's flail); MV 6"; has a belt pouch (16gps/80sps), a crystal vial of horrendous perfume (an intended gift), and a neckchain of humanoid teeth strung along fine silver wire (the wire is worth 10gps, EV 10).
D&D Spells: **darkness** x2, **bless, hold person**
AD&D Spells: **bless, darkness** x2, **fear, hold person x2.**

27. Acolyte

This are the quarters of the acolyte, Tara. She is well aware of Grubblin's lechery and loathes the man; she has her eyes set on Gramman (area 28), and has impressed him favourably with her evil zeal. Her fastidious nature is reflected in her room - there is a polished desk (one locked drawer, to which she has the keys, containing a **potion of healing** (light blue) and a vial of poison (clear), also a leather pouch with 2 silver rings (50gps each) and 3 base 50gp gems). Atop the desk is a silver nail file, ornate silver mirror, silvered paper cutter (100gps the lot, EV 25). Her bed has immaculately starched, clean cotton covers and a spare robe is draped across it. The chairs are polished; there are 3 wall-mounted maces, an icon of Mandrazaal with votive lights and an open Unholy text, and a fine bearskin rug (200gps, EV 100). Lit with lamps.
Tara, 5th level cleric: S 14, I 10, W 16, D 10, C 15, Ch 15; AC 2 (plate); AL NE; hps 24/29; THAC0 15/17; D 3-8 (**mace +1/footman's mace +1**); MV 6"; always carries her yellow **potion of invisibility** and has a silver brooch set with a small pearl (350gps, EV 15), silver bracelets (200gps, EV 30) and silver ear-ring set with mother-of-pearl (60gps the pair, EV 8)
D&D Spells: **darkness** x2, **hold person, silence 15'**
AD&D Spells: **command** x2, **darkness** x2, **sanctuary, aid, hold person** x2, **silence 15', continual darkness.**

If De Vries' orders have filtered back, Tara will flee to area 28 for protection. Gramman will be disturbed and puzzled by his orders and will admit her - she will take her valuables and magical potions with her.

28 Gramman

The 'senior junior', Gramman oversees all activities in this part of the Temple, and is responsible to Bamela (area 57). His room is opulent, with three fine bear/wolf-skin rugs (300gps, EV 100 each), a rosewood table and chairs, a silk/cotton wall hanging showing a succubus (D&D: female daemon) gambolling in Pandemonium (150gps, EV 75), an icon of his deity beside which lies an ornamental silvered mace (faintly evil but nonmagical and harmless: 180gps, EV 50), ornate and heavy bracketed oil lamps, and wall shelves with fine wines and brandies, and 6 crystal and 5 silvered goblets (6x 50gps, 5x 100gps, EV 40 each). His bodyguard (area 30) will be here within 3 rounds of Gramman learning of the PCs invading this level.

Gramman, 7th level cleric: S 15, I 14, W 17, D 17, C 16, Ch 14; AC -1/-2 (plate); AL NE; hps 46/53; THAC0 15/14; D 4-9, (**mace +2/footman's mace +2, +3 vs good**); MV 6"; has **ring of protection +1**, wears a fine gold bracelet/neckchain set (380gps, EV 60)
D&D Spells: **darkness** x2, **fear, bless, hold person, silence 15', continual darkness, striking**
AD&D Spells: **bless, command, detect magic, darkness, sanctuary, aid, detect life, hold person, resist fire, silence 15', continual darkness, dispel magic, glyph of warding, spell immunity** (cast against a **magic missile** attack).

Gramman will have with him scrolls normally kept in area 29 and listed below. He also has a green, syrupy **potion of levitation**, a **wand of magic missiles** (AD&D only) with 18 charges and an **amulet of proof against poison +2** (D&D: **ring of safety** with one charge). In addition to his bodyguard he has a gargoyle servant.

Gargoyle: AC 5, MV 9"/9"/15"; HD 4/4+4; hps 24/28; AT 4; D 1-3 + 1-3 + 1-6 + 1-4; SD magic to hit (D&D only: immune to mind-affecting spells); AL C/CE; Int Low; SZ M; THAC0 16/15; xps 125/305; **Basic/MM**.

29. Bedchamber

Part shrine, part bedroom; Gramman enjoys sleeping in this devotional room. A wall-alcove shrine to Mandrazaal against one wall is decorated with neatly splintered humanoid skulls, and the room is otherwise decorated with black cotton wall hangings and trappings (no real value) which match the covers on his bed. Spare black robes hang on a cloak stand, and on a small table there are silver plates, cutlery, and a silver goblet and decanter of port (400gps total, EV 140). Under his bed (behind the chamber pot) is a small, locked dark wooden coffer with brass fittings. There is a **glyph of warding** placed upon it; anyone opening it takes 14 points of chill damage (½ damage if save made; Gramman has the keys to this). It contains 5 pouches: one has 255gps, one 80pps, one a pair of keys (to area 25), one a block of **incense of meditation** (AD&D only), and one has a collection of 8 gems (total value 550gps). Finally, there are 3 scrolls: **dispel magic + cure critical wounds, truesight/true seeing, continual darkness + bless/prayer**. All spells are cast at 11th level where appropriate).

30. Bodyguard

This chamber is spartan and contains only his bed, a rough table with a large pottery bowl for ablutions, pottery jugs of water and one of beer, some plain food on plates, eating utensils, and one mediocre wolfskin covering the bed.

Blackmaer has no treasure, having given his service *gratis*. He owes his life to Gramman, an old debt, and will fight to the death to protect the cleric.

Blackmaer, 6th level fighter: S 1866, I 10, W 9, D 16, C 17, Ch 11; AC 0 (plate); AL LE; hps 42/54; THAC0 12, D 6-13 **broadsword +2/bastard sword +2** used one-handed as a longsword); MV 6".

31-37 Malaan's Chambers

31. Magic Items

This room contains 40 empty crystal used for potions (20gps each, EV 25 each), four large glass flasks full of clear liquid (unholy water) and 7 finished potions (2 deep blue **extrahealing** (D&D: treat as **cure serious wounds** spell equivalent); 4 light blue **healing**, and one purple **flying**). Malaan has figured out why De Vries has requested so many **healing** potions lately, but can hardly destroy them and may take them with him (50% chance; otherwise, De Vries sends a messenger, successfully, to commandeer them and they will not be here). These items are carefully placed on solid-topped tables around the unlit room.

32. Alchemical Laboratory

This is where Malaan prepares potions, but there are few useful ingredients here (they are in area 33). There is a vast quantity of fragile glass-ware, mostly full of liquids of diverse colour, but none are yet completed potions.

There are three tables of such material, delicate oil burners for warming liquids, wall hangings with obscure formulae and sigils (**read magic** is needed to ascertain that they are formulae for making potions, and an alchemist would pay 750gps for them; EV 100), brass pestle and mortar sets, a fine silvered balance and set of weights (150gps, EV 70) and similar accoutrements. Note that this room is lit by a **continual light** spell cast upon a metal sphere bolted to the ceiling; this spell is anathema to Mandrazaal's clerics, but Malaan has a special dispensation for it - any naked flames would be highly dangerous in here while preparations are in progress (the oil burners are another matter, being carefully constructed, but they shed virtually no light). The spell also keeps other Mandrazaal clerics out, which is fine by Malaan.

33. Stores

Ingredients for potions/ointments are kept in here. There are vast jars on shelves labelled 'Basilisk eyes', 'Cockatrice feathers', 'Elf liver oil' and the like, and large bundles of herbs, grasses, feathers, etc. Permit PCs to locate spell components (other than very rare/expensive) here and some items of value (up to 200gp worth per hour, up to a maximum of 1000gps) after a reasonable search time.

34. Living Quarters

Humbly decorated, with a plain topped table bearing plates, crockery, cutlery, jugs, etc. There is nothing of much value - 2 chairs, 2 spare cotton robes hanging up, a mediocre wolfskin rug (80gps, EV 80), a collection of sea-shells on a wall shelf (no value), 2 50' ropes, 3 ordinary maces on wall fastenings, etc. Malaan's **charmed** protectors are here at all times.

6 Bugbears: AC 5; MV 9"; HD 3+1, hps 15, 12, 9, 24, 17, 11; AT 1; D 3-9/2-8; SA 50% surprise; AL C/CE; Int Low; SZ L; THAC0 16; xps 50 each/195, 183, 171, 231, 203, 179; armed with studded clubs; **Basic/MM**.

35. Archival Room

There is an electrical **glyph** on the entrance door; anyone touching it takes 18 points of damage (save for ½). The room is full of books and papers, with a reading desk and chair. The books are mostly valueless tomes on mountaineering, geology, habitats of humanoids, etc, but there are some worth filching: three volumes on daemons (400gps each, EV 80 each), a short monograph on Mandrazaal's cult (500gps, EV 50) and four volumes on the preparation of organic poisons (150gps each, EVs 40, 40, 50, 70). Finally, there is a slim volume with two scrolls bound into it of the spells **dispel magic** and **continual darkness** (Malaan has forgotten about this and will not take it with him if he evacuates this level). Again, a prolonged search will be needed to find this valuable material.

36. Snake Chamber

Malaan has a fondness for snakes and has tamed this group with his **snake charm, speak with animals** and his high-charisma forked tongue. They act as guards, and also serve the purpose of protecting the important magical item hidden in the small secret wall alcove in the N wall, 6' from the E wall, 5' above floor height and 18" square.

Constrictor snake: AC 5, HD 6+1; hps 32; AT 2; D 1-4; SA automatic 2-8 damage per round constriction after first bite; AL N; Int Animal; SZ L; THAC0 14/13; xps 350/481; **new/MM**
Spitting Snake: AC 5; HD 4+2; hps 16; AT 1; D 1-3 (bite only), SA poison, spitting; AL N; Int Animal; SZ M; THAC0 15; xps 200/470; **new/MM** (D&D: bite or spit is poisonous)

5 Poisonous Snakes: AC 6; HD 2+1; hps 16, 12, 11, 8, 5, 17; AT 1; D 3-12 from poison (save at +1 for half damage); SA poison; AL N; Int Animal; SZ M; THAC0 17/16; xps 35 each/303, 291, 279, 270, 323; **new/MM2**.

This chamber is unlit and there is a 50% chance that the snakes will be torpid and take 1-4 rounds to rouse and attack, save for the constrictor which coils above the door and will drop as soon as it is opened (it is actually capable of *recognising* Malaan), gaining a +2 'to hit' bonus and negating shield/dexterity bonuses.

The wall alcove is **glyphed** for 16 points of electrical damage (save for ½). Inside, is a small (6" diameter) skull sculpted from obsidian, which has a band of runes around the top. If examined *carefully*, it will be seen that while most of the runes have been seen before, there is one large central rune which has *not* (this is Valnakestra's rune). **Read magic** will indicate a *strong* evil, slightly different from any sensed before, and the spellcaster will gain the impression that this device is divinational in some way. However, any PC of Good alignment touching the skull takes 5-20 points of chill damage and will be *stunned* for 5-20 rounds (a successful save vs spells halves damage and duration of the *stun*); neutrals take half this damage and half the stun duration (saving throw applies here also).

The skull is used by Malaan for the purpose of limited **communing** with Valnakestra. Once every 12 hours, he may ask one question of any human/humanoid creature's present state, if that creature is within the temple, and receive a correct reply (these can be interpreted by the GM from ability scores, level, hp total, etc) The device will not reveal such things as true names and the like - in fact, these must be known for the item to be used.

37. Charmed MU

This is a well-furnished chamber, with a silk-covered bed (covers worth 400gps, EV 100), table and chairs, spun woollen rugs (no real value), spare blue cotton and turqoise silk robes (50, 300gps, EV 40, 60), washing bowls and urns of water, soap and towels etc. The occupant was **charmed** by Malaan after wisely surrendering to the hill giant (area 18) when caught near the temple. Malaan has "borrowed" her spell books (allegedly for copying purposes), but has not killed her; she is well **charmed** and somewhat infatuated with him. He sees her as another useful ally.

Elindra, 5th level (human) MU: S 9, I 17, W 16, D 16, C 15, Ch 13; AC 7/8; AL C/CN; hps 18; THAC0 19/20; D 1-4 (dagger); MV 9"/12";

D&D Spells: **magic missile*, read magic, levitate, mirror image, hold person, dispel magic**

AD&D Spells: **burning hands*, magic missile*, read magic, mirror image, stinking cloud*, hold person**

Spells marked with an asterisk have been used and not rememorized; a full list is given so the GM will know what is in her spellbooks (see area 68).

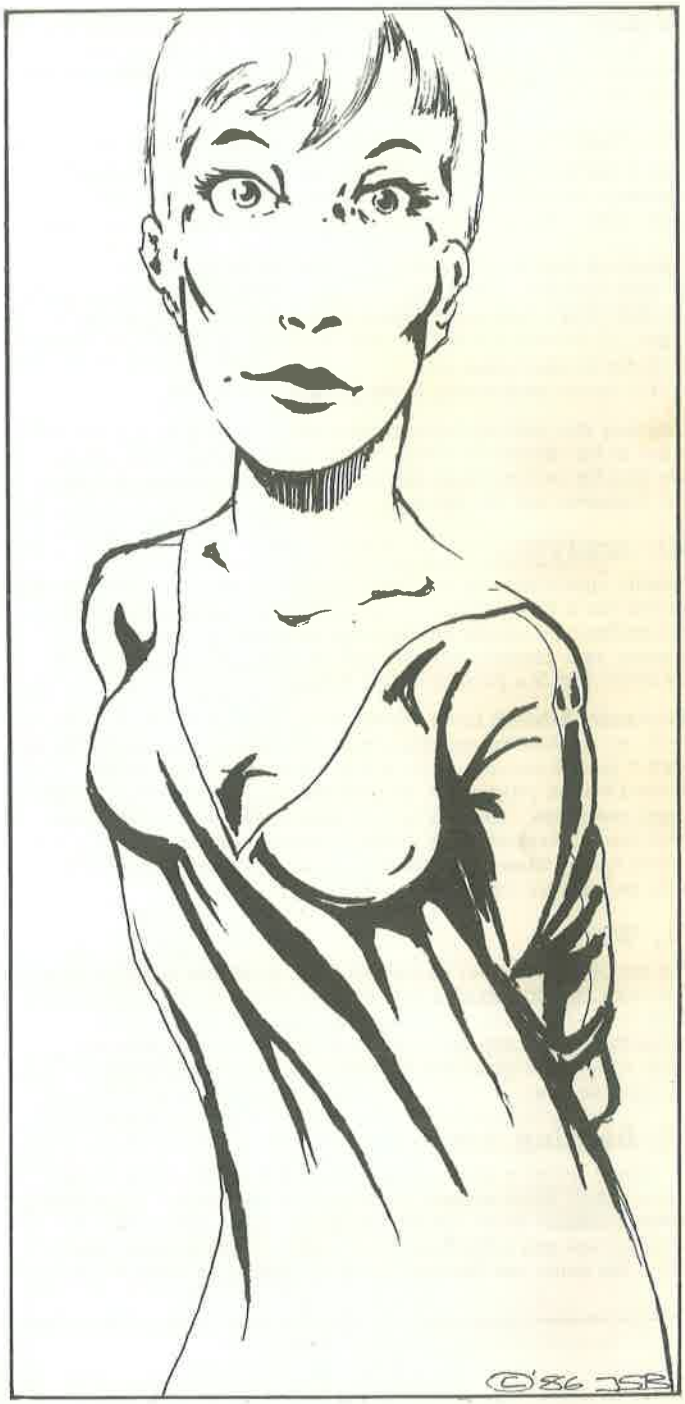
Elindra will not attack the PCs, but - apart from the details of her capture and her character (she is simply an opportunistic adventurer) - she can tell little of value. She thinks Malaan is simply an alchemist, although cultured and amusing.

If queried *closely*, gaps appear in her memory for her time in the temple (2 months); Malaan has used **forget** spells at any time when he has ever let anything slip (D&D: treat this as magically-induced forgetting; only a **dispel magic** or **cureall** will restore the lost memories). If these memories are restored, she will recall disjointed scraps of information about Malaan keeping an eye on senior clerics, his wondering aloud why so many healing potions were being asked for, and his recent capture of an elf, now being tortured. Do *not* let the name 'De Vries' slip!

If the **charm** is dispelled, Elindra *might* join the PCs in the hope of getting her spellbooks back, but she is totally unreliable and will defect at the slightest sign of danger. Lifting a spellbook from any PC MU would do nicely, of course.

38. Great Chapel

This is an area of intense evil. All saving throws by characters of good alignment are at a -1 penalty here, and clerics turn undead one place higher than normal (skeletons turn as zombies, etc). Ominous black cotton wall hangings with silver and gold threading portray the worst ceremonies of the Mandrazaal cult. A



7' tall idol of the deity dominates the chapel, and a huge (nonmagical) bronze gong inscribed with symbols is used to summon the 'faithful'. Two great (nonmagical) pentagrams lie either side of the large stone altar, and upon it stand two huge silver chalices (1000gps each, EV 350 each), one filled with unholy water and the other empty (both radiate evil if checked magically, but are not magical or harmful). A brass rod, topped with a skull motif and decorated with jaspers, bloodstones and a ruby (1800gps, EV 150), lies atop a pile of altar cloths, beside three (valueless) plain sacrificial knives, together with 18 vials of unholy water and a pile of 50 black candles. As noted, junior acolytes may be taking refuge here - if they do, they will fight to the end. If there is anyone present in here, the two huge oil-burning wall braziers will be lit. Otherwise, the chapel will be dark. In any event it is occupied by its undead guardians:

12 Zombies: AC 8; MV 6"; HD 2; hps 4x 12, 4x 8, 4x 7; AT 1; D 1-8; SD Immune to mind-affecting spells; AL N; Int None; SZ M; THAC0 18/16; xps 20 each/4x44, 4x36, 4x34; **Basic/MM**.

3 Wraiths: AC 3/4; MV 12''; HD 4/5+3; hps 17, 20, 10/24, 31, 24; AT 1; D 1-6; SA Energy Drain, SD Silver or magic to hit, immune to mind affecting spells; AL C/LE; THAC0 16/15; xps 125 each/719, 761, 719; **Basic/MM.**

39. Acolyte

This is the humble chamber of another junior, with standard trappings (including a pallet-bed, small desk and chair, and a small icon of Mandrazaal), and nothing of real interest or value.

Ganneret, 3rd level cleric: S 16, I 8, W 13, D 17, C 11, Ch 8; AC 2/1 (chain); AL NE, THAC0 17/20; D 3-8 (staff/footman's flail); MV 6/9''; has a belt pouch containing just 80sps, 80cps and 12gps.
D&D Spells: **darkness** x2
AD&D Spells: **sanctuary, hold person, darkness.**

Note that this acolyte has been **charmed** by Malaan and will try to get to his 'friend' to check on his safety. Malaan will inform him that his orders are to stay with, and protect, him (Malaan) - and Ganneret will do just that.

40. Acolyte

Humbly appointed - in the same manner as area 39 - save that this acolyte has a promising collection of preserved humanoid feet, mummified and strung up on ropes along the N wall (three humans, two gnomes, a dwarf and an elf so far). Inside one of the elves' feet is a peridot worth 500gps.

Whytsade, 5th/4th level cleric: S 12, I 12, W 17, D 11, C 16, Ch 9; AC 3 (plate but no shield); AL NE; hps 27; THAC0 17/18; D 1-6/2-7 (staff/footman's flail); MV 6''; has a belt with a fine, silvered buckle (40gps, EV 10) and his belt pouch contains 2pps, 17gps and 80sps - also has a plain gold signet ring worth 70gps.
D&D Spells: **darkness** x2, **hold person,, silence**
AD&D Spells: **bless, command, curse, darkness, sanctuary, hold person** x2, **resist fire, silence 15'.**

41. Well

This unlocked chamber contains a well, a circular aperture some 8' across; an underground stream runs some 12' below and there is the usual apparatus involving ropes and wooden buckets. This is exactly what it appears to be and there is nothing unusual about this well whatsoever. Direction of flow of the stream is N to S (on the map).

42. Bathing Area

On simple wooden tables in here there are towels, spare black cotton robes, three silvered mirrors and bone combs. Steps lead down to sunken baths sculpted from the stone, into which the stream pours and then flows away south. To the extreme south, below the baths, are latrines. There is nothing of value or interest.

43. Zombie Servants

This unlit chamber is bare of furnishings, and is occupied only by these menial servants who perform the jobs of cleaning, carrying heavy objects, and the like.

18 Zombies: AC 8; MV 6''; HD 2; hps 4x 11, 5x 10, 5x 7, 4x 6; AT 1; D 1-8; SD Immune to mind-affecting spells; AL N; Int None; SZ M; THAC0 18/16; xps 25 each/4x42, 5x40, 5x34, 4x32; **Basic/MM.**

Dungeon level 3 : Strategy notes

This level is highly dangerous. There are three groups of NPCs here: the junior acolytes, the two clerics of the Outer Circle, and Malaan and his cohorts. Here are their suggested actions:

The Outer Circle (and minions)

By the time the PCs have decimated level 2, De Vries will not be able to conceal the fact that they are powerful. Nor can he give Bamela and Vysshus simple orders to do little about it; they are not so stupid and so junior that he can get away with this, even with Shabannon's support. However, he and Shabannon can assert that they are under great time pressure to achieve a crucial feat for evil in the secret 5th dungeon level, and plausibly absent themselves from helping the Outer Circle clerics. Bamela and Vysshus have to accept this, but they do not have to accept the consequences, and therefore they are prepared to play a mean trick and sacrifice the remaining acolytes.

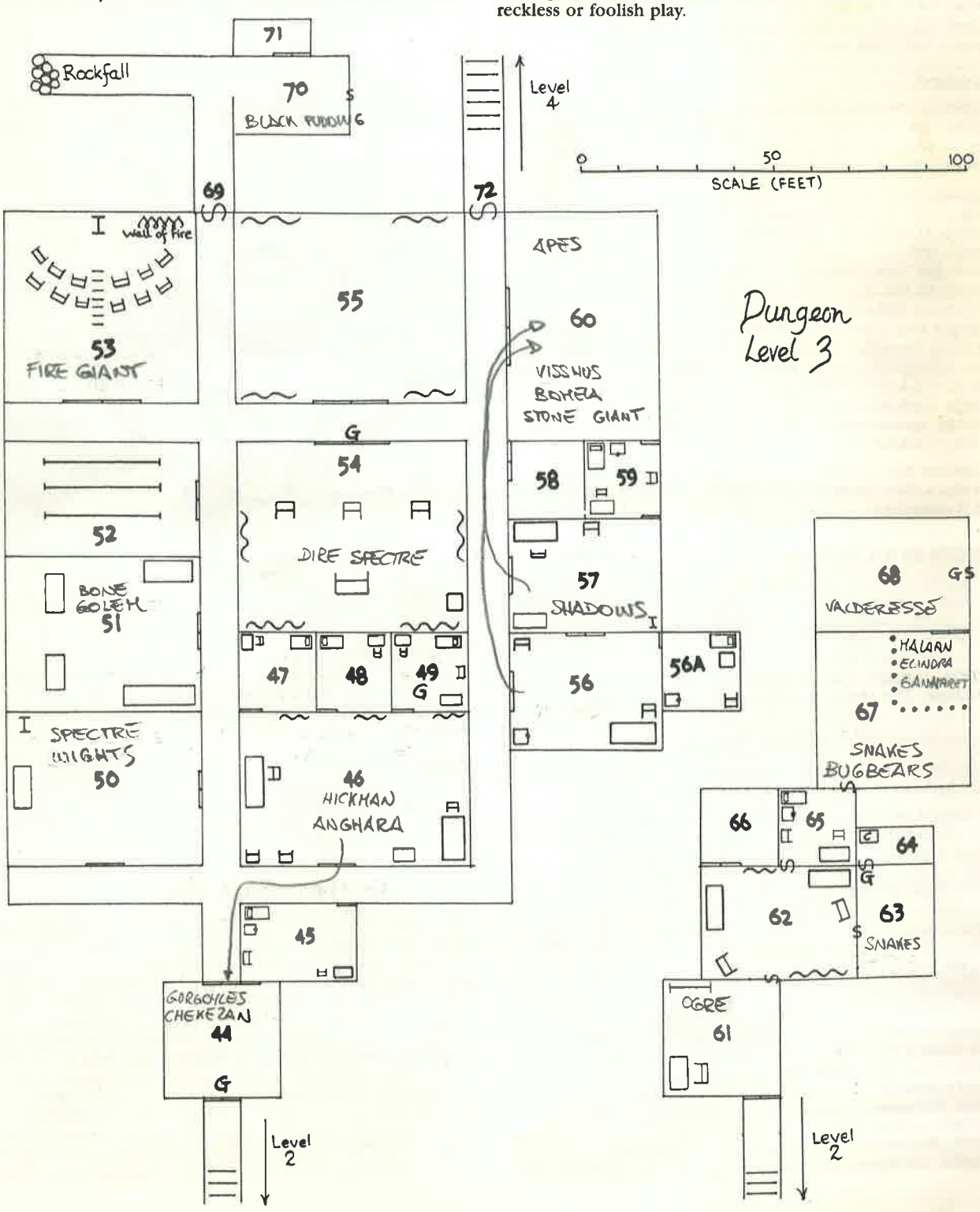
They tell them that the PC party is weakened, that one or more is dead, and order that the guard in and around area 44 should consist only of acolytes and the Undead from area 50. All the surviving acolytes are thus to be used as cannon fodder by the Outer Circle clerics, who hope - in turn - to weaken the PCs, and strike by surprise at a depleted party. They will lurk outside their quarters, and - when they hear combat - prepare with detection/protection spells, attacking when the sounds of combat have *subsided*. If they get into serious trouble, they will retreat into area 60. They always have the stone giant with them (he's expendable too). They will be happy, on a first raid, with a single kill; attrition tactics are the order of the day. They will use these tactics no matter what the circumstances are in which they hear combat break out on this level - if they hear sounds of combat with the fire giant Shaman (area 53) or the Dire Spectre (area 54), they will still move their magical treasures and coffers to area 60.

Malaan (and minions)

Malaan is also out to kill the PCs using hit-and-run tactics. He will use his detection spells to best advantage and strikes at the best possible time. He is no more caring of his subordinates than Bamela and Vysshus - he will use his associates as a strike force, accompanying them *invisibly*, and only entering the fray if it appears that the PCs can be wiped out or severely weakened. Note that there is no direct route from Malaan's quarters on this level to any other level 3 locations - he must attack via level 2. Further, it is essential that the PCs find Valderesse, Malaan's elven prisoner on this level. If necessary, adjust the actions of Malaan and minions to betray the existence of Malaan's chambers on this level.

As on the upper levels, the machinations of De Vries will play a crucial part in the party's progress. Although De Vries is well aware that Bamela and Vysshus will be a real handful for the PCs, he does *not* know about Malaan, and will simply assume that he is dead. De Vries has arranged to leave helpful magic on this level, with *almost* plausible cover stories (almost, but not entirely; the wand in area 53 should give the players some misgivings).

Indeed, if the PCs get into serious trouble here, despite good play, you may leave extra magic (even, say, a **ring of 1 limited wish**) to bale them out, devising a 90% plausible cover story similar to those given elsewhere. Don't do this if trouble is caused by reckless or foolish play.



Dungeon Level 3 - Areas 44-60

Steps down to this level descend 100' over a 300' distance, twisting and turning. The entrance doors to area 44 are inscribed with a **glyph of warding**, which explodes for 22 points of fire damage in contact (save for ½) and paralyzes the victim for 15 rounds (a second save negates). The door is locked *and* firmly bolted; Open Locks will not be sufficient, a **knock** or some *serious* and very noisy demolition work are needed, which will take 2 turns and rouse everyone on this level (unless **silence** is used - and, even then, the cleric in 44 may be alerted since he sits within 5' of the door (check the limit of the spell effect) and can, of course, *see* crowbars and hammers destroying it. Metal armour clanking within 60' of the door will also alert him. The clerics from 46 will be here also, if the alert is sounded, although one of their number will have been sent to area 56/7; the Outer Circle clerics will send him/her back to guard and fight.

44. Guard

This room has been evacuated of anything useful or valuable. It is occupied by just the acolyte and the gargoyle guards; if the alert has been sounded, the other acolytes will be outside in the corridors together with the Undead from area 50.

2 Gargoyles: AC 5, MV 9''; HD 4/4+4; hps 19/23 each; AT 4; D 1-3 + 1-3 + 1-6 + 1-4; SD Magic to hit, immune to sleep/charm (D&D only); AL C/CE; Int Low; SZ M; THAC0 16/15; xps 125/280 each; **Basic/MM**.
Chakezan, 5th level cleric: S 17, I 8, W 14, D 15, C 15, Ch 7; AC 1 (plate); AL NE; hps 25/30; THAC0 15/17; D 3-8 (mace/footman's flail); MV 6''; carries all his treasure in a belt pouch: 80gps,40sps and 4 base 50gp gems, also has a **potion of healing** (light blue) in a pouch-like holder at his belt, which also contains a scrumpled note (in Commom) addressed to him, stating that "the case is booby-trapped; leave it somewhere *prominent*."
D&D Spells: **darkness** x2, **hold person, silence 15'**
AD&D Spells: **command** x2, **darkness** x2, sanctuary, hold person, know alignment, resist fire, silence 15', bestow curse

The mysterious note is unsigned. It is - in fact - from De Vries, and provides a cover story for the case in area 45. The reference to a trap is quite false.

45. Acolyte's Chamber

This is Chazekan's room; it is obvious that things have been removed lately, although the main furnishings (a bed, an emptied wardrobe, chairs, table) remain. Inside the single (unlocked) table drawer, there is a wooden case containing 4 deep blue potions (**extra healing**) and 2 scrolls of MU spells (**ice storm + invisibility + magic missile, dispel magic + fireball + mirror image**. The scrolls have been created by a 7th level MU.

46. Communal Acolyte Room

One of the three acolytes who live here is the acolyte from area 18. Unless he has escaped, only the other two will be here.

This is a large, lamp-lit study/common room, with several chairs, two large tables for studying and a smaller one with 6 glass goblets (no real value), 2 bottles of mediocre red wine, the remains of a meal, ordinary cutlery, crockery and a silver cakestand (15gps, EV 80). Wall charts and hangings illustrate various techniques of torture, and a variety of interesting and psycopathic extraplanar creatures of evil alignment. There are numerous shelves, containing various items of bric-a-brac with no value (pipes, pottery jars of tobacco and herbal smoking mixtures, snuff, a small collection of rocks, etc).

Hickman, 5th level cleric: S 16, I 9, W 14, D 15, C 17, Ch 7; AC 1 (plate); AL NE; hps 24/29; THAC0 15/18; D 3-8 (staff); MV 6''; has a silvered bracelet set with 3 citrines (250gps, EV 15), a pouch with 5 tiger eye gems (10gps each), 15pps, 70gps and 20sps, and a bone scroll-holding tube fixed to the left side of his belt buckle, containing a scroll of the spells **detect magic** and **dispel magic** cast at level 10.
D&D Spells: **darkness** x2, **hold person, resist fire**
AD&D Spells: **darkness** x2, **fear, sanctuary, aid, augury, hold person, continual darkness**

Anghara, 7th/6th level cleric: S 12, I 13, W 17, D 16, C 11, Ch 12; AC -1 (**plate** +1); AL NE; hps 28; THAC0 15/16 - 14/15 vs good; D special; MV 6''; has a vicious double-headed **flail** +2 with jagged chunks of iron bound into the thongs and an ornately carved bone handle; also has a gold necklet set with topaz (350gps, EV 15), and a small cache of diamond dust in the heel of her boot

D&D Spells: **darkness** x2, **fear, bless, hold person, continual darkness, curse**

AD&D Spells: **bless, command, darkness, fear** x2, **protection from good, aid, hold person, resist fire, silence 15', spiritual hammer; continual darkness, dispel magic, bestow curse**

Anghara's weapon effectively allows her to strike twice per round for 4-9 damage on each hit. Against any character of Good alignment, the weapon is +3 for to hit and damage purposes. It radiates Evil if magically checked, and anyone of Good alignment picking it up must save vs wands or be paralysed for 4-14 rounds.

47-49. Acolyte Bedchambers

Private study/bedrooms for the three acolytes, leading from the above. Each contains the usual trappings and furnishings (bed, table, chair, pottery jugs and vessels, spare robes and clothes, minor ornaments, lamps - nothing of real value or interest). Room 49 (Anghara's) is the interesting one, since the acolytes have cached everything of real value in here in a **glyphed** coffer, hidden under a pile of average quality wolf furs (200gps, EV 150 - the **glyph** inflicts 14 points of chill damage, save for ½). The coffer, unlocked, contains only nonmagical treasure: a pair of ivory-handled knives (100gps each, EV 20 each), a boxed set of ivory dice (80gps, EV 20), a bullwhip with a leather handle bound with coils of silver (70gps, EV 40) and a small silver dish with chalcedony settings (400gps, EV 40) and pouches with 500sps and 410gps.

50. Undead Shrine

This unlit chamber has doors bearing many sigils and symbols and is strongly evil; penalties to saving and turning rolls apply as in area 38.

A stone idol of Mandrazaal dominates the largely bare chamber. There is also a stone plinth, atop which is a wooden-framed table with a marble top; there are grooves in the marble in which old, dried blood can be found. Finally, contained within a wall-bracketed, ribbed iron vessel - fixed to the N wall 9' above ground level - is a glowing yellow-green stone which radiates effects baneful to all characters of good alignment. If a successful save vs spells is made, a **blight/curse** effect will influence the PC for 2-5 rounds only. If the save is failed, the effect persists for 2-5 turns, and if the save is failed by a margin of -4 or worse (eg, the PC needs 12 to save and rolls 8 or below), the effect lasts for 2-5 hours and the PC takes 2-9 (D&D: 2-7) points of chill damage as well.

The stone is obviously evil and can only be destroyed by **dispel magic** and **remove curse** (the combination of these spells also removes the blight/curse), no touch being required for the latter spell. Good clerics (AD&D: also paladins) who attempt to destroy the stone receive an xp bonus; 100xps for the cleric who first suggests dealing with it, 50xps for any others assisting, double this if the stone is destroyed (paladins below 17th level cannot possibly destroy it alone - but award XPs for trying). Deduct 200xps from good clerics and paladins who make no effort to deal with the stone.

The Undead normally resident among the bone-strewn debris of this infernal place are:

Spectre: AC 2; MV 15''; HD 6/7+3; hps 31/40; AT 1; D 1-8; SA 2 level energy drain, SD magic to hit, immune to mind-affecting spells (AD&D: also cold, poison, paralysis), AL C/LE; Int High; SZ M; THAC0 14/13; xps 725/1960; **Expert/MM**.
5 Wights: AC 5, MV 9/12''; HD 3/4+3; hps 10, 15, 8, 12, 17/20, 18, 29, 22, 30; AT 1; D 0/1-4; SA Energy drain, SD Silver or magic to hit, immune to mind-affecting spells (AD&D: also cold); AL C/LE; Int Average; SZ M; THAC0 15; xps 50 each/640, 630, 685, 640, 690; **Basic/MM**.

51. Construct Chamber

This unlit chamber contains 4 large plain wooden tables and, scattered around upon them and in carefully stacked bundles by the walls, collections of rope, humanoid bones, bales of slightly damp straw, strips and patches of leather, and billets of wood. Bamela has stored materials here for her **golem** spell (D&D: there is no such spell but this powerful cleric is able to create golems). There is nothing here of real value, but there is a guardian which will attack anyone not wearing the black robes of a cleric of Mandrazaal. The doors are locked.

AD&D **Margoyle:**AC 2; MV 6''; HD 6; hps 32; AT 4; D 1-6 + 1-6 + 2-8 + 2-8; SA 80% surprise; SD magic to hit; AL CE; Int Low; SZ M; THAC0 13; xps 542; **MM2**
D&D **Bone Golem**:AC 2; MV 6''; HD 6; hps 30; AT 4; D 1-6 x4 (armed with shortswords); SD spell immunities; AL N; THAC0 14; xps 500; **Expert**.

Bamela has neglected her work here for some time, and cannot be certain that the guardian has not become untrustworthy and unpredictable. Under normal circumstances, this would not be a major worry, but Bamela will not risk any damage from an out-of-control margoyle/golem at the present time, and the creature will therefore remain here.

52. Library/Archival

This unlit chamber is dominated by 3 large sets of bookshelves traversing the room E-W. There are a large number of volumes on many subjects (anthropological, cultural, religious, extraplanar, etc) and it will take a *very* long time to check them. Even then, only knowledgeable PCs could sort valuable wheat from mundane chaff. You may determine what value of books (max 2000gps) can be obtained in what time period; the books all have high EVs. Tucked away in the astrology section is a book helpfully added by De Vries which radiates magic if checked for; it is a spell book with the spells **detect magic, magic missile, detect invisibility, knock, levitate, mirror image, fly** and **minor globe of invulnerability** (D&D: delete last spell, add **dispel magic**). Should any of these spells be read as scrolls, they should be considered as if cast at level 9.

53. Ceremonial Torture Chamber

Not just an ordinary torture chamber: remember that this art is intrinsic to the worship of Mandrazaal and therefore this is a shrine also. The torturer will be here; he will not be recruited by the Outer Circle clerics, since he takes orders only from De Vries (which are to stay here) and Bamela and Vysshus don't trust him an inch. This young fire giant was a promising tribal shaman and found the evils of Mandrazaal's cult irresistable; consequently his alignment is NE, and he has the abilities of a 7th level cleric.

The usual apparatus of torture decorates the room, surrounded by semi-circular rows of seats with slightly descending steps bisecting them. A small, permanent **wall of fire** provides the only illumination here. A great (9') idol of Mandrazaal, immaculately sculpted from black obsidian and decorated with brass and bronze bracers, gauntlets and helm holds the sides of an Iron Maiden on a centrally located stone plinth, and large brass wall braziers are filled with a strong incense which has hypnotic/narcotic effects if lit.

Fire giant shaman/torturer:AC 3; MV 12''; HD 11+2; hps 55; AT 1; D 5-30; SA spells; SD immune to fire (AD&D: also missile catching); AL C/NE; Int Average; SZ L; THAC0 9/10; xps 2700/4430; **Expert/MM**; has massive bronze arm bracers set with bloodstones (1000gps the pair, EV 400), a gold bracelet worn as a ring (200gps, EV 30), a stout pouch containing two vials of poison (not lethal, but which leave the victim racked with agonising pains for 5-8 turns: +4 AC penalty, -4 to all hit/damage rolls, ½ normal move rate, no spellcasting), and strapped to his belt - a hollowed-out and stoppered ivory tusk with silver bands (250gps, EV 70) which contains the equivalent of 8 flasks of oil.
D&D Spells: **cause light wounds, fear, blight, hold person, continual darkness, curse**
AD&D Spells: **curse, darkness, fear, hold person** x2, **spiritual hammer, cause blindness, bestow curse, cause serious wounds**
Note: the **cause wounds** spells are for torture, not combat.

If the torture apparatus is searched, the Iron Maiden will be found to contain a small sack (which De Vries has placed here - he told the giant not to touch it, and he has not done so). This contains a jar of **Keoghtem's ointment** (D&D: 4 jars of **ointment of healing**), a **wand of negation** with 12 charges and the command word (negate) on the handle (readable with **read magic**) and a scroll of 3 clerical spells (**cure blindness, cure critical wounds** and **dispel magic**; cast at level 14), together with a note in Common: "The next ceremony should be lengthy. It will be necessary for the celebrant to be revived repeatedly for an extended ceremonial. These items should suffice."

54. Grand Chapel of the Outer Circle

Bamela, Vysshus and Rhasanni (area 76-79) alone use this chapel, a grand place. A great red-dyed spun woollen carpet (1000gps, EV 800) leads in from the entrance doors, warded by a **glyph** (22 points of chill damage, save for ½, and paralysis for 15 rounds, save negates). There are three throne-like chairs, before each of which is a footstool and an ornate prayer mat. The walls are decorated with black cotton hangings and brass urns which contain incense, bundles of dried rushes, and such items as bullwhips, branding irons and the like (trivial value).

Atop the central plinth is a throne-like stone seat decorated with chalcedony and bloodstones (50 of these, 50gps each) and, by the time the PCs have reached here, Bamela will have summoned an appalling creature which will be on this throne - a Dire Spectre. Nonetheless, Bamela and Vysshus will not take refuge here since their stone giant ally will not enter the place and they quite fear this Undead creature themselves. Bamela hopes it will weaken the PCs so that the clerics can attack later.

Dire Spectre: AC 0; MV 15"; HD 7+2/7+14; hps 32/44; AT 1 + specials; D 2-12/4-14; SA 2 level energy drain (but save versus death ray applies for each, save negates); can breath 10' cube of freezing ice crystals for 3-18/4-24, save vs breath for ½, once per day - also spell use (see below); SD magic to hit, immune to mind-affecting spells, cold, paralysis, poison, petrification, all gas attacks, max ½ damage from electrical attacks; MR 25%; AL C/NE; Int High; SZ M; THAC0 12; xps 1650/2915; Spell use: **cause serious wounds** 3 per day, by gaze (save for ½), **fear** as wand 1 per day, **freezing hands** (like **burning hands**) once per day for 8hps (AD&D only); **New monster**.

This creature is normally encountered only in Hades and on the Plane of Shadow, but has been summoned by Bamela. It will not leave the chapel, but will attack any who enter other than its summoner. It focuses its attacks on good clerics if possible (it automatically detects them within its vision up to 90' away). It appears much as an ordinary Spectre save that its spectral form is yellow-green. Clerics turn it as a ghost/spirit.

Finally, in this chamber there is a small wooden table with four jars of creamy (corpse) fat (AD&D only). If the slight coating of dust on the dust table is checked, it will be seen that about 12 other jars have recently been removed, as has an object with a circular base some 12" in diameter. This is Bamela's **shadow lanthorn** and the fuel she needs to operate it (see area 57).

55. Bloodlusting Hall

This empty, unlit chamber is decorated with wall frescoes and plain cotton tapestries depicting clerics of Mandrazaal and their humanoid servants in states of battle frenzy, fighting and overcoming good clerics, elves, fighters etc. There are many ominous stains of the floors and along the walls and some remnants of diverse body tissues. Along the walls, in racks, are cruelly barbed tongs, bloodied spears, cleavers and the like. Rites are enacted in this chamber, in which devotees become literally insane with bloodlust, and tear sacrificial victims limb from limb (there are no fresh stains, however). The sense of evil is palpable to almost anyone, but there are no baneful magical effects - and nothing of real value or interest.

56. Quarters of the Outer Circle Clerics - Vysshus

A well-appointed room with the usual trappings, including fine goat's-hair spun carpet (350gps, EV 150), a wooden drinks cabinet with silvered goblets (6 x 80gps, EV 25 each) and decanter (200gps, EV 60), a large (nonmagical) wall mirror (gilt frame can be stripped away, 150gps value, EV 50), mounted ornamental maces and, on a large wall shelf a row of glass vessels containing Vysshus' horrid trophies of combat - nearly 300 eyes from humanoid victims of various kinds floating in clear alcoholic preserving liquid. The bedchamber (56A) contains Vysshus' bed, with fine silk and fur covers (800gps, EV 200), numerous spare clothes and a suit of normal human-size plate mail, two spare maces, spare robes, and an obvious disturbance in the dust on the top of a plain-topped table indicating the absence of a recently removed chest (area 60).

Vysshus, Cleric of the Outer Circle of Shadow, 12/10th level cleric: S 13/16, I 15, W 17, D 11, C 15, Ch 15; AC 0 (**plate mail +1, Mandrazaal ring +1**); AL NE; hps 49; THAC0 12; D 4-9/5-10 (**mace +2/footman's flail +2**); MV 9/12"; wears a **ring of fire resistance (plain gold) and has potions of ESP** and **stone giant control**, he also has 2 scrolls each of 2 spells: **cureall/heal + continual darkness, dispel magic + continual darkness** - cast at 13th level. His valuables are in area 60.

D&D Spells: **darkness** x2, **fear, resist cold, bless, blight, hold person, silence 15', continual darkness** x2, **curse** x2, **dispel magic, poison, finger of death, truesight**

AD&D Spells: **bless, curse, command, darkness, fear, resist cold, aid** x2, **hold person, know alignment, silence 15'** x2, **animate dead, continual darkness, dispel magic** x2, **cloak of fear, poison, spell immunity** (cast against **magic missile**), **flame strike, slay living.**

Vysshus' ring of Mandrazaal is a ring ceremonially awarded to clerics upon attaining the exalted status of Outer Circle member. It is a plain gold ring with a black globe set in it; this contains spectre dust and the cremated residue of the heart of an NG cleric. It acts as a **ring of protection +1** for any Evil character, and for a cleric of Mandrazaal permits **regeneration** at the rate of 2hps per round for one full turn, this power being useable once per day (it does not function at 0hps or below). It is highly Evil, and any Good aligned character putting it on will lose 2-8,000xps, no save.

57. Quarters of the Outer Circle Clerics - Bamela

The furnishings and trappings in this room are similar to those in area 56; there is a small lectern with an unholy text in addition, but no bottles of eyes. Valuable items are the bearskin rug (250gps, EV 100) and an ornate silver candelabra with azurite, zircon and lapis lazuli settings in the base (750gps, EV 125). When the PCs enter, the **shadow lanthorn** will be burning - its dim light palpably evil (AD&D only; D&D: this item, and the monsters below, are absent). The lanthorn must be destroyed (smashing it will do) or good characters share a loss of 750xps. The shadows it generates will attack at once. Bamela hopes to weaken the PCs with strength drains before they reach area 60.

5 Shadows: AC 7; MV 12"; HD 3+3; hps 17, 22, 11, 11, 16; AT 1; D 2-5, SA Strength drain; SD Magic to hit, immune to cold and mind-affecting spells; AL CE; Int Low; SZ M; THAC0 16; xps 323, 349, 299, 299, 319; **MM**.

Bamela, Cleric of the Outer Circle of Shadow: 12th/11th level female cleric: S 16/17, I 15, W 16/18, D 16, C 16, Ch 14; AC -1 (plate, **Mandrazaal ring** +1); AL NE; hps 53/62; THAC0 13/10; D 4-14/5-10 or 8-13 or 11-16 (**staff of striking** +3 with 16 charges left); MV 6"; has a **ring of shocking grasp** for touch attacks if the staff is drained (AD&D only), potions of **extra healing** (deep blue; x2) and **levitation** (brown), and 3 scrolls: **darkness/bestow curse + glyph of warding, neutralise poison + dispel magic** and **protection from magical edged weapons**, all cast at 11th level, she also wears a gold/emerald neck pendant (1200gps, EV 20) and plain gold earing (50gps, EV 10).
D&D Spells: **darkness, detect magic, fear, resist cold, bless, hold person, resist fire, silence 15', continual darkness** x2, **curse, dispel magic** x2, **poison** x2, **cause critical wounds, truesight, create normal animals**.
AD&D Spells: **command** x2, **darkness** x2, **detect good, detect magic, sanctuary, aid, detect life, hold person, know alignment, resist fire, silence 15', cause blindness, continual darkness** x2, **dispel magic, glyph of warding, obscure tongues, poison touch** x2, **spell immunity** (cast against **hold person**), **golem, true seeing, conjure animals.**

58. Enrobing Chamber

This room contains three sets of ermine trimmed black cotton robes (worth 750gps, EV 80) on pegs. Otherwise, it is bare.

59. Bamela's Bedchamber

This is very ery similar to area 56A, with bed covers of similar value and encumberance. It is *slightly* more feminine, however.

60. Stone Giant's Chamber

This will be the final retreat for the Outer Circle clerics. It is the lair of a giant used for moving heavy objects, etc, around the temple:

Stone Giant: AC 4/0; MV 12"; HD 9/9+2; hps 47/49; AT 1; D 5-20; AL N; Int Ave; SZ L; THAC0 11/12; xps 900/2486; **Expert/MM**.

The chamber has a ceiling height of some 22', and a feature of importance is a ledge along the E wall, some 12' above ground level, where the giant has stored some furs (600gps, EV 150) and empty sacks. Bamela will use her **potion of levitation** here, if the battle goes badly for the Outer Circle clerics; the giant can lift her on to the ledge and she will spellcast, floating down to melee, if necessary. The party will find it hard to get to Bamela since they will be faced by the giant, Vysshus, and by four carnivorous apes she will **conjure/create** using her 6th level spell.

4 Carnivorous Apes: AC 6; MV 12"; HD 5; hps 13, 23, 22, 16; AT 3; D 1-3 + 1-3 + 1-4; SA 1-8 extra damage if both paws hit; SD Surprised only on a 1; AL N; SZ L; THAC0 15; xps 175 each/230, 285, 280, 250; **new/MM**.

The room is littered with poor, valueless furs and a large collection of clubs (the one the giant favours is a solid wooden job with shards of metal hammered into the surface, hence the +2 damage bonus) and a sack in the NE corner contains 3200cps, 1890sps, 196gps and 8 base 50gp value gems. The W wall bears a collection of humanoid heads in various stages of decompostion, badly mounted on crude wooden boards. The ledge bears the coffers of the clerics, from which they have removed all magic potentially useful to them in combat.

Bamela's coffer not only has a lock, but it also has 3 inlaid strips of metal in the top; before opening the lock, these must be pressed in the correct order (left to right) to deactivate a poison needle trap (save at -2; save negates, failure means death in 2-5 rounds). The coffer contains 200pps and 460gps in bags, a polished silver tiara set with jaspers (850gps, EV 70), 6 fine silk scarves (75gps, EV 4 each) and a helpful magical slate to which a self-replenishing chalk is attached with string. If commanded with the word 'identify', and given a magical item to identify, it will do just that, the chalk scribbling a description on the slate. It will function once per day. However, it cannot identify singular or exceptionally powerful magical items and always identifies **cursed** items as something especially desirable. If the person holding the slate is wearing a magical ring, it is 50% likely to identify that rather than the item desired. If asked to identify anything nonmagical, the chalk scribbles a message implying that the requester is both of low IQ and doubtful parentage (exception: poison is always identified as **healing**). If the chalk is used by a character to write upon the slate, the writing disappears after 2-5 rounds and the chalk decreases by 20%; if this mistake is made five times, the chalk vanishes and the slate loses its magical powers forever. It may be used by any character with 12 Intelligence or higher.

Vysshus' coffer is simply locked, with no traps, and contains 160pps, 155gps, a collection of chrysoprase and garnet rings (1000gps, EV 50), a fine silver flute (280gps, EV 35), a small silver balance and weights (250gps, EV 60), two pouches of doubtful gray-white powder (strong narcotic drugs), and - of all things - a pair of rare spotted Xirian marsh warblers which are slightly tatty (100gps each to a collector, EV 30 each). Vysshus once took an interest in such things. Finally, an opened ivory scroll tube from which Vysshus has extracted the contents, which is valuable (220gps, EV 40).

Areas 61-68 - Malaan's Quarters

61. Ogre Guard

This chamber, devoid of furnishing save for a trestle table with a few dishes, a pewter tankard, etc, and a pile of *bad* furs for bedding, is occupied by a **charmed** ogre guard. Malaan will move 3 of the bugbears from area 34 here, if he evacuates level 2.

Ogre: AC 5; MV 9"; HD 4+1; hps 25; AT 1; D 1-10; AL C/CE; Int Low; SZ L; THAC0 15; xps 125/215; **Basic/MM**.

The secret door is only 4' wide, and thus only permits entry in single file.

62. Rest Room

This room is decorated with black wall hangings (no real value) and contains 2 easy chairs, a plain-topped table with silvered tray (50gps, EV 80), some glass goblets (no value), two ugly pewter tankards with dried rushes for ornamentation, and a shelved 'wall unit' with valueless bric-a-brac.

63. Snakes

The room beyond contains some important books and magical items, which are guarded by unusual, poisonous snakes. The effects of their venom will be *very* useful to Malaan, if he has to face the PCs in combat.

4 Poisonous snakes: AC 4; MV 12"; HD 3+3; hps 17, 22, 10, 15; AT 1; D 1-4; SA Poison; AL N; Int Animal; THAC0 16; xps 75 each/398, 418, 370, 390; **New (variant)**.

The snakes' poison paralyzes anyone failing their saving throw for 4-14 rounds, and - if the save is not made by 4 or more above the required figure - the character is **slowed** for that duration (eg, a PC who needs 10 to save avoids the **slowed** effect on a roll of 14 or better, including adjustments for magic, if any).

Note that Malaan can use **speak with animals** to instruct the snakes to attack the PCs - and *only* the PCs - in melees.

64. Magic Items

Malaan stores the books and magic items he doesn't normally carry about here; he is, after all, notionally a junior, and who knows when a **detect magic** might be running? The entrance door is **glyphed** for 18 points of chill damage and paralysis for 13 rounds (save for ½, negates the paralysis).

There are 24 volumes (EV 50-125 each) almost all of which are standard, mundane works about various evil cults, of no real value. The exception is Malaan's **book of names**. If the true name of any creature (save those protected by magic resistance or devices, and certain powerful extraplanar creatures) is inscribed in the book (one per page), ten facts about that creature of a basic nature (eg, for a PC, class, level, race, spells memorized, alignment, magic items (1 item per 'fact'), etc) will appear, magically inscribed, at the rate of one fact per 4 hours. The book's owner, when inscribing the name, must specify the desired facts. The book can only work on one creature at a time.

There are only 5 blank pages left in the book; filled pages disappear 1 week after writing is completed, and are not re-useable. Malaan has learned about Shabannon and the Outer Circle clerics with this book, but De Vries is beyond him, given his protective amulet (see NPC section). Malaan will seek to discover the PCs' names for this book, if there is any danger of them defeating the Temple's defences...

The following other items are normally kept here in a **glyphed** chest (it is locked - Malaan has the keys; the effects of the **glyph** are the same as that on the entrance door). There is a **wand of illusion** (12 charges), a small vial with 3 pinches of **dust of appearance** (AD&D only), 2 scrolls of clerical spells (**aid** + **commune** (D&D: **commune** only), **dispel magic** + **negative plane protection** x2 (D&D: **dispel magic** x2 only) in an ornate silver tube (220gps, EV 45). Likewise, in an ivory cylinder with gold banding (500gps, EV 60) are 2 scrolls of MU spells. These are (AD&D:) **unseen servant** + **Melf's minute meteors**, **magic mirror** x2 + **wizard eye**; (D&D:) **ventriloquism** + **detect invisible**, **clairvoyance** x2. Finally, there are two deep-blue potions of **extra-healing**.

65. Bedroom

Malaan's bed has opulent silk covers (700gps, EV 200), fine down pillows. Other furnishings include an easy chair and footstool, a good polished table with silver plated, cutlery, servers and tureen (800gps total, EV 200). The spun goat's hair carpets are worth 300gps the pair (EV 75 each). There are several sets of spare cotton clothing in a wardrobe and, by Malaan's bed, a fine quilted silk dressing gown (400gps, EV 120) and a pair of (faintly magical) **slippers of contentment** (no truly useful properties but they make the wearer feel really good just before going to sleep).

66. Decoy Room

There are 3 stuffed black bears in here on plinths. If they are carefully checked, there is a pouch stuffed right at the back of the mouth of one which contains 14 gems (8 x 10gp value, 4 x 50, 2 x100). This is a decoy, to confuse those entering, to buy time, or to possibly dupe the dim-witted into thinking that this is an unusual way of hiding treasure and nothing more.

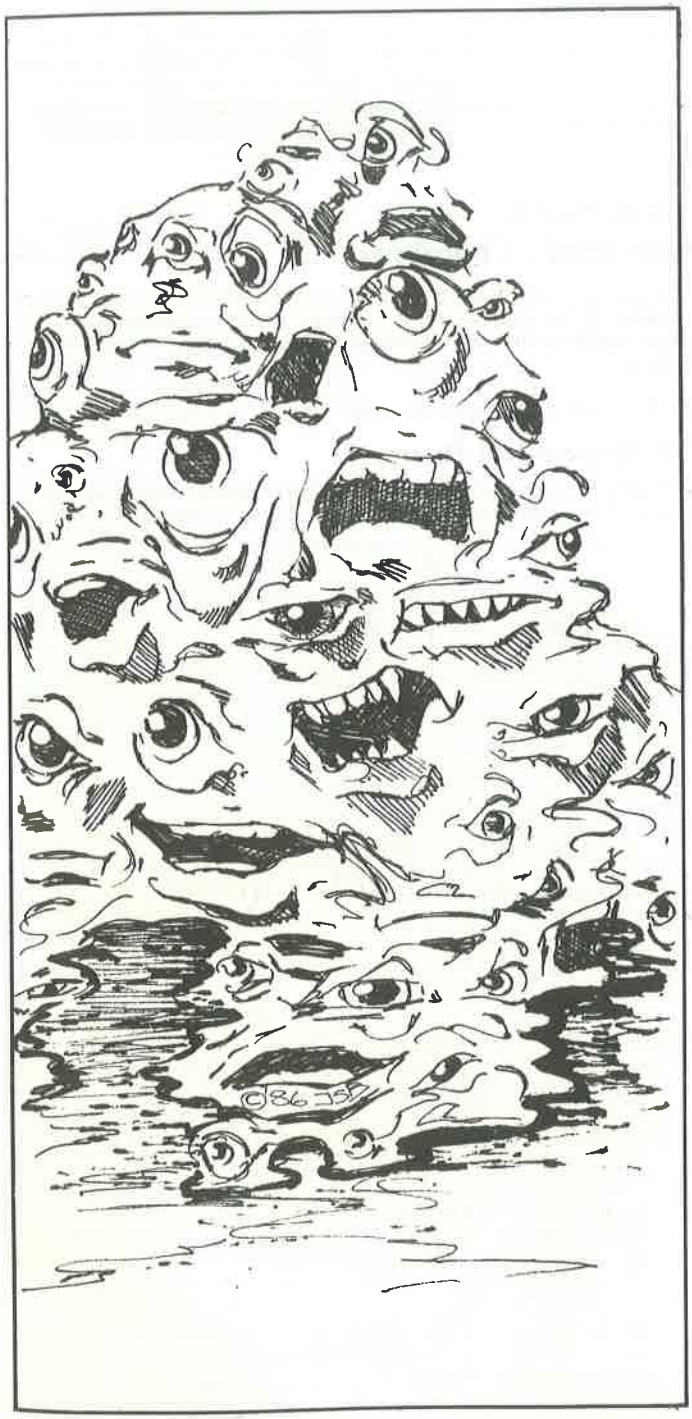
67. The Retreat

An iron cage in the NE quadrant dominates this chamber. The bars are spaced at 6" intervals (missile fire at a -4 penalty unless point-blank between the bars) and the 4' door in the E corner of the S face is locked (Malaan has the key). A Bend Bars roll permits entry (D&D: allow a 5% chance for 16 strength, 10% for 17, 20% for 18, one try per PC) or a **knock** or Open Locks (Malaan will focus spell attacks on any thief daft enough to try the latter option). Malaan will be inside this cage with all surviving protectors outside it (unless any spellcaster minions of Malaan are present - they too will be inside the cage with Malaan). Only if there are no other defenders left to protect Malaan, will such spellcaster minions be outside the cage. Surviving snakes will be outside the cage also. The door to area 68 will be open.

68. Malaan's Prisoner

Captured and brought to the temple, the elven Valderesse has fallen into Malaan's hands via the junior acolytes (they know parts of elves end up in potions). Malaan has not been able to **charm** her, and - being both sadistic and distrustful of this race - has been torturing her, intending to do away with her eventually.

He will not think that she is associated with the PCs and will thus not try to use her as a bargaining tool; he may stand close to her to prevent area attacks being used, however (in melee, allow a 40% chance that any blow aimed at him which misses hits her instead). She is AC 9/10, being clad only in rags and manacled to the wall (Dex bonus negated) and is clearly badly hurt already (make all this plain to PCs). However, Malaan will only retreat here if he thinks he can still kill the PCs after they have breached the cage; otherwise he will escape using his **teleport** and be miles away, playing no further part in this adventure. If he has managed to discover anything about the PCs through using his **book of names**, he will doubtless return, later in their careers...



Valderesse (for details see NPC section) is a gray elven, split-class cleric/MU (D&D: an elf with clerical abilities). After talking carefully with the PCs to reassure herself that they are not evil, she will tell her story. She still has many of her magical possessions within her **portable hole**, which is hidden inside a pocket in the garments she has left, but all items she normally wears upon her person have been taken from her and placed in a locked and **glyphed** (18 points of chill damage, save for ½) secret compartment in the middle of the E wall, 2' square and 5' above ground level. Malaan has not had the chance to identify these items, given the intrusion of the PCs. Valderesse suspects the existence of a **glyph** since she has heard Malaan whisper something when opening this compartment. In addition to her items, the compartment contains Elindra's spell books (see area 37 for a listing of the spells these contain - they are travelling spell books and contain none other than those she memorized).

Valderesse is hurt from torture and currently down to 12hps. She is utterly fatigued and needs healing, sleep, and time to rememorize her spells. These facts should be obvious from her appearance and the depressing array of torture apparatus on stands before her (thumbscrews, small knives with hooks and barbs, platinum-handled scalpels (valuable: 80gps x2, EV 10 each), small oil burners, etc. She needs 24 hours to sleep, pray, relearn spells, thank her goddess, etc. This is important: if the party rests here (or in this complex) they will *not* be pursued or hassled by Mandrazaal's clerics on De Vries' orders. With Malaan gone, De Vries plan of limited and poorly-co-ordinated defence will meet with no further interference.

Areas 69-72

69. Entrance Doors

The complex beyond these doors is largely unsafe, and no attempts at renovation have been made. The **glyph** on the doors has been dispelled by De Vries, and - if checked closely - there are signs that someone has used them recently (marks in the dust, etc). The doors will creak loudly on being opened. The corridor beyond is dusty, and there is a 20% chance (for the whole group) of detecting 1-4 isolated human footprints and a 15% chance of detecting that tracks have been covered by brush-marks (you may increase these chances if the PCs announce their intention of making careful checks before entering the passage). De Vries has been here to cache some further aid for the party; fortunately for him, the monsters in area 70 have taken up residence since that time. The walls here are very damp, there is dust and small rocks on the floor, etc; obviously disused.

70, Storage Area

This room was merely part of a storage area and contains nothing of obvious interest, only rotted sacking, fragments of pottery, etc. But a monstrous presence has taken up residence in the corridor to the west.

AD&D 2 **Gibbering Mouthers:** AC 1; MV 3"; HD 4+3; hps 16, 26; AT 6+; D 1 (x6) +1 per round; SA Blinding spit, babble causes special type of **confusion**; SD Controls ground density 5' radius; AL N, Int Semi-; SZ M; THAC0 15; xps 290, 340; **MM2**.
D&D **Black Pudding:** AC 6; MV 6"; HD 10; hps 40; AT 1; D 3-24; SA Corrosion; SD Only killed by fire; THAC0 10; xps 1600; **Expert**.

The monster(s) will attack when the PCs enter area 70.

What *is* of interest in this room is the secret wall alcove, 18" square, set into the middle of the E wall 5' above ground level. It is locked but untrapped. Careful visual inspection before opening shows that it has been opened recently (50% chance of detecting). Inside, there are four tightly-stoppered potions; two deep blue (**extra-healing**), one green (**invulnerability**) and one purple and flecked (**wight control**), also a brass tube containing 2 scrolls: **dispel magic** + **cureall/heal** cast at 14th level, and **mirror image** x2 + **wall of fire**, cast at 7th level. Lastly, there is a plain gold ring with a priceless effect: it is inert to any wearer save one who has suffered an energy drain; for such a wearer the ring negates the effects of the drain (*one* energy drain only). Even Mandrazaal's clerics possess a few such items - accidents can happen.

71. Bare Chamber

There really is nothing of interest at all here - save for the fact that the dust is clearly undisturbed.

72. Entrance Doors to Level 4

These are not trapped. De Vries fears that a strong **glyph** might kill a PC, and has therefore dispelled the one which was once here.

Dungeon Level 4

The steps leading down to this level descend 80' over a 200' distance; the entrance doors to area 73 are locked but not trapped.

73-74. Empty Guard Rooms

These two chambers are unlit and unoccupied, though there is a strong smell of Bugbear. De Vries and Shabannon have quietly disposed of the occupants, turning them into monster zombies which will be encountered later. There are standard furnishings but nothing of value.

75. Guest Chamber

The rare VIP visitors (usually high-level clerics of Mandrazaal from other, lesser, temples) are given these quarters. There are fine spun woollen carpets (2 x 200gps, EV 100 each), a plain-topped table bearing silver trays (2 x 125 G ps, EV 60 each), 6 silvered goblets (80gps each, EV 40 each), bottles of wine, port, brandies, etc, silver plates and cutlery (400gps total, EV 125) and candlesticks (200gps, EV 100). There are some minor treasure items scattered about (a polished hip-joint paperweight with a topaz set into it, vellum and inks, silvered mirrors, etc) worth a total of 300gps (EV 90). The small bedroom (75A) contain a double bed with fine silk covers (400gps, EV 100), two silk togas (100gps each, EV 40 each) and a small unlocked coffer containing three yellow and green potions which are potent aphrodisiacs (they do not radiate magic, being herbal preparations). The large ceiling mirror over the bed is a scrying device for De Vries (see area 96), who will see the PCs enter this room.

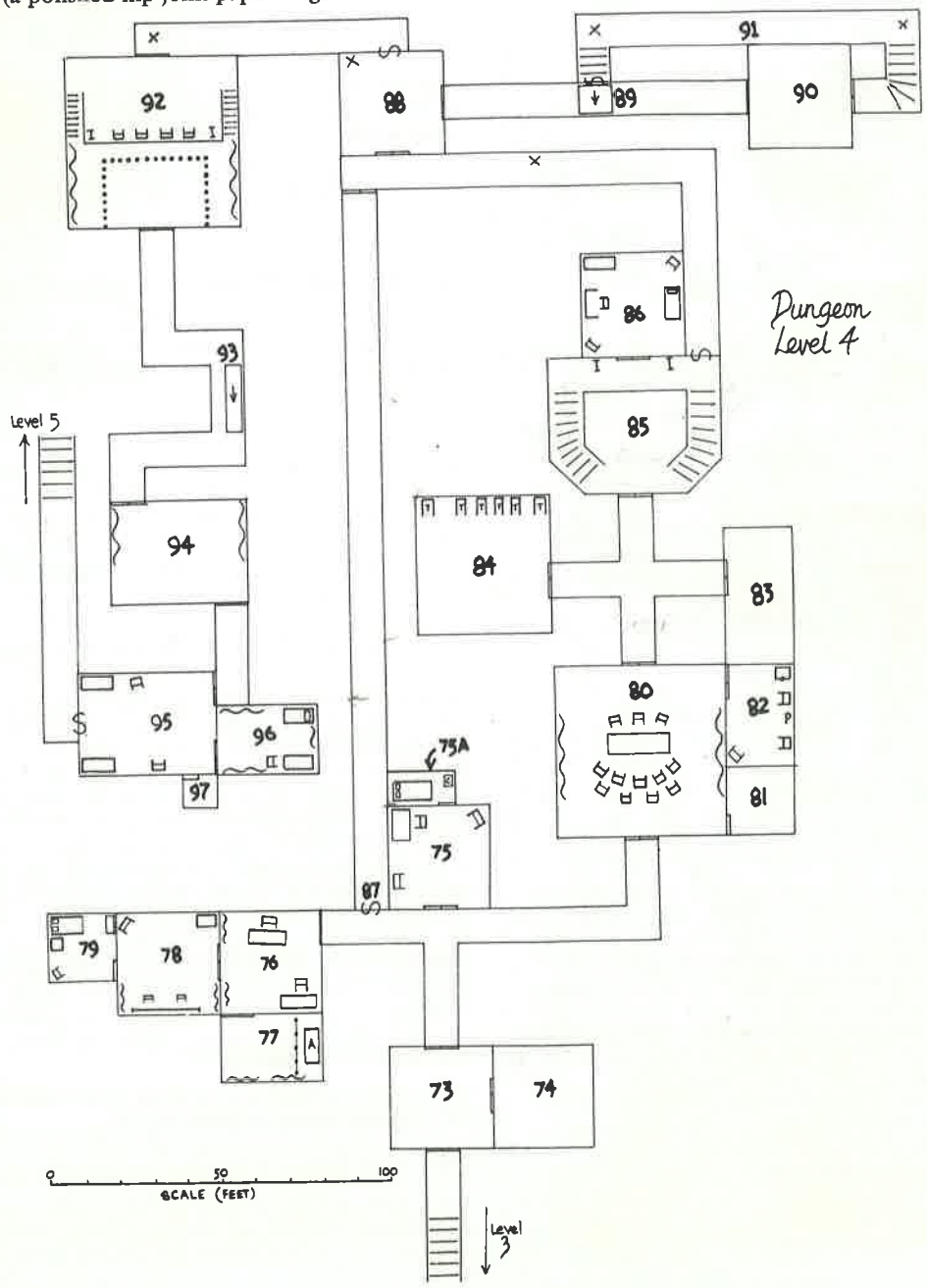
Areas 76-79 - Rhasanni's Chambers

Rhasanni is a 12th level female cleric, the senior Outer Circle member of the temple; she is currently away on a mission so these chambers are only protected by the guardians she has left behind.

All doors are locked and all rooms unlit.

76. Reception Room

This room is modestly appointed with fair quality tables, chairs, rugs and wall hangings (minor value only). It is also unoccupied.



77. Private Chapel

The brass altar rail is covered with black silk hangings with gold threading, and impaled humanoid skulls. Wall frescoes depict two Dark Angels swooping fron the sky with a smoking volcano in the background (if Valderesse is with the PCs she will cry out with fear at the sight of these creatures).

Through the agency of a weapon with special powers she wields, Rhasanni has conjured a guardian for this place, which will ferociously attack any other than her who enter.

Invisible Stalker: AC 3; MV 12"; HD 8; hps 51; AT 1; D 4-16, SA Surprise 5 in 6, SD Opponents unable to detect invisible must attack at -4; AL N; MR 30%; Int High; SZ L; THAC0 12; xps 1200/1600; **Expert/MM**.

There are standard fittings in this room (incense burners, vials of Unholy water, etc) but the altar (plain stone) and the chamber are not of major interest and there is nothing of value here.

78. Living Chamber

Rhasanni's living room/study is functionally fitted: wall shelving with books, bound manuscripts, etc; long trestle tables and bench seats; a small table with 2 empty pitchers, 2 bottles of wine, plates, jugs, 4 silvered goblets (4 x 60gps, EV 35 each); and plain cotton wall hangings (no real value). There is a large and resplendent 'patchwork quilt' carpet made of great cat furs (lion, tiger, leopard - worth 1200gps, EV 300). Vellums, inks and their ornate crystal containers, marble paperweights, etc, can be collected to the tune of 450gps (EV 125). The many books are on a variety of subjects (astronomy, daemonology, energy draining, undead, extraplanar evil, etc), though only a knowledgeable PC could sort wheat from chaff. EVs for tomes vary between 30-100; DM's can determine values for books and time needed to check them (1000gps maximum).

79. Bedroom

Luxurious and decadent; Rhasanni is Shabannon's paramour. She has a large and luxurious bed with down-filled mattress, large soft pillows and cushions and fine embroidered silk/cotton covers (400gps, EV 125). A bedside table contains a silver tray with rhodocrosite settings (275gps, EV 90) with 2 silvered goblets with topaz settings (2 x 200gps, EV 70 each) and bottles of liquers, plus several volumes of a lurid and distressing nature. Rhasanni has left the book she was reading open (cover upwards) on her bed; it is the memoirs of the fabled half-orc torturer Grolblog: *A Dismemberer Remembers*, and with its wealth of detail it would be worth 800gps to a connoisseur (EV 80, but to sell it so would be an evil act). Bric-a-brac about the room (silver candlestick, perfume vials and decorated silver mirrors, a small, empty jewellery casket with mother-of-pearl and velvet inlay, etc) can be gathered to the tune of 500gps (EV 150).

Dungeon Level 4
Areas 80-86 - Shabannon's Complex : Strategy Notes

Shabannon knows *almost* everything De Vries knows, and he will try to give the PCs a plausibly tough fight without weakening them so badly that they are in no shape to press on to De Vries. He will fight to the death for two reasons. First, De Vries has ordered him to do so. Second, Mandrazaal himself, via a Dark Angel minion, has informed Shabannon that after the PCs are killed, he will be **resurrected** (actually, Mandrazaal won't bother, but Shabannon doesn't know that).

Shabannon, therefore, will fight to the end, and won't worry if he kills one PC or perhaps even two. He will concentrate his most dangerous attacks (**flame strike** and the like) on clerics, avoiding killing any MUs, since he knows that MUs will be needed to give De Vries a run for his money.

All areas here are lit unless otherwise noted, and all doors are locked.

80. Grand Chamber

Major meetings of the Outer and Proximate Circles take place in this chamber (ceiling height 25'). Three marbled throne-seats stand behind a large table, which bears glass jugs, glasses, etc. Two semi-circles of large wooden chairs which can accommodate the Outer Circle and any other important visitors are laid out before the table and thrones (two of which are for De Vries and Shabannon, one for any visiting friend in low places). There are two huge cotton wall tapestries (no real value), one showing 5 Dark Angels banishing devas from the world and one showing Valnakestra in all her infernal glory (Valderesse will be terrified of this). Shabannon will deploy Undead guardians here, drawn from his collection of minions in area 84.

Wraiths: AC 3/4; MV 12"; HD 4/5+3; hps 19, 19, 11, 9/33, 19, 30, 25; AT 1; D 1-6; SA Energy drain; SD Silver or magic to hit, immune to mind-affecting spells; AL C/LE; THAC0 16/15; xps 125 each/773, 689, 755, 725; **Expert/MM.**

81. Games Room

Shabannon relaxes here, playing skittles and darts with De Vries and Rhasanni. There is a skittle alley with skittles and wooden balls, and a pair of dartboards, with the distances (7', 7½', 8') from which darts are thrown marked in chalk. Near the boards are 6 sets of darts (3 per set), one of these being a pack of 3 **darts +3** (Shabannon alone knows this - the others wonder why he always wins). There is also a firkin of superior ale and a set of pewter tankards of no real value.

82. Drinks Room

A relaxation area where Shabannon's friends and intimates relax after formal meetings. There are fine gold lamps (3 x 150gps, EV 60 each), superb bear-skin rugs (2 x 500gps, EV 100 each), easy chairs, a drinks cabinet with fine silvered goblets (12 x 125gps, EV 40 each), a platinum-plated silver drinks tray (600gps, EV100), lots of bottles of wine, brandy, etc, marbled ashtrays (3 x 40gps, EV 20 each), and pouches of herbal smoking mixtures and stimulant and narcotic drugs (if consumed see **DMG**, pp 82-3).

There is a framed painting of Shabannon on the E wall (gilt frame worth 50gps, EV 125) and plain cotton wall hangings elsewhere.

83. Trophy Room

Shabannon keeps trophies of his many kills in here. The E wall bears mounted sets of wings from eagles, a roc - even a deva (this will horrify Valderesse). The N and W walls contain a marvellous collection of lovingly preserved and varnished human and elven heads, and the S wall contains mounted weapons unusable by Shabannon - there are 2 large lances, five spears, three daggers (one is a **dagger +3**) and four longswords (one of which is a **longsword +2, +4 vs Undead**).

Rod of Seraillian

84. Undead Servants

This bare and unlit chamber houses the servants Shabannon uses for menial duties and the energy drainers who attend at ceremonies to Mandrazaal in the Chamber of the Proximate Circle (area 98). After posting wraiths at area 80 and some Undead at area 85 the following remain:

3 Monster Zombies (Bugbears): AC 6; MV 9"; HD 6; hps 26, 17, 40; AT 1; D 4-16; SD Immune to mind-affecting spells, (AD&D only) cold, turn as wraiths/ghosts; AL N; Int Non-; THAC0 14/13; xps 275 each/286, 232, 370; **MM2** (D&D: treat as large zombies, created from dead bugbears using **animate dead**; they automatically lose initiative

6 Ghouls: AC 6; MV 9"; HD 2; hps 12, 4, 14, 7, 7, 9; AT 3; D 1-3 x3/1-3 + 1-3 + 1-6; SA Paralysis; SD Immune to sleep/charm; AL C/CE; Int Low; SZ M; THAC0 18/16; xps 25 each/89, 73, 93, 79, 79, 83; **Basic/MM**

Spectre: AC 2; MV 15"; HD 6/7+3; hps 28/38; AT 1; D 1-8; SA 2 level energy drain; SD Magic to hit, immune to mind-affecting spells (AD&D: also cold, poison, paralysis); AL C/LE; Int High; SZ M; THAC0 14/13; xps 725/2030; **Expert/MM**.

Shabannon will be aware of the PCs' entrance into this level, either by means of De Vries' scrying device in area 75, or from the sounds of combat in area 80. If he is not, the door to area 84 is always open. The spectre (being immaterial) can move under the door into area 80 and the other Undead will file out, the zombies into the main S passage and the ghouls lurking in the unlit E/W side passages. Chamber 84 is sparse and contains only the crude tombs of the ghouls.

85. Shabannon's Great Hall

Lit with immense braziers on E/W walls, this marble-columned hall (ceiling height 30') is dominated by two great statues of Dark Angels (Valderesse, seeing these, will cry out with fear). There are marbled mosaics (abstract geometrical patterns) on the floor and tiled steps leading up to the landing on which Shabannon (details in NPC section) will stand, prepared for combat, with the doors behind him ajar to facilitate any necessary retreat. Note that the steps leading up to the landing are covered in grease (50% chance detecting this by sight) and any PC mounting them must make a Dex check with a -2 penalty or slip and fall to the bottom (1-4 damage).

Shabannon's golem stands guard 8 feet beyond the entrance doors and his Undead guards are at the top (wights) and bottom (zombies) of the stairs, half on each side.

4 Monster Zombies (Bugbears): AC 6; MV 9"; HD 6; hps 19, 40, 22, 27; AT 1; D 4-16; SD Immune to mind-affecting spells, (AD&D only) cold, turn as wraiths/ghosts; AL N; Int Non-; THAC0 14/13; xps 275 each/264. 390, 282, 312; **MM2** (D&D: treat as large zombies, created from dead bugbears using **animate dead**; they automatically lose initiative)

2 Wights: AC 5; MV 12"; HD 3/4+3; hps 15/19 each; AT 1; D 0/1-4; SA Energy drain; SD Silver or magic to hit, immune to mind-affecting spells (AD&D: also cold); AL C/LE; Int Average; SZ M; THAC0 17/15; xps 50 each/635, 635; **Basic/MM**

AD&D **Stone Golem:** AC 5; MV 6"; HD 14; hps 60; AT 1; D 3-24; SA Cast **slow** once every two rounds at one opponent within 1"; SD major spell immunity, +2 or better weapon to hit; AL N; Int Non-; SZ L; THAC0 8; xps 8950; **MM**.

Note that the landing stands some 15' above ground level so that (save for flying or a Climb Walls success - the wights will attack anyone using such strategies if possible) the only way to get at Shabannon is up the stairs. The Undead block these at top and bottom. If reduced to a low hp total, Shabannon will retreat into his lair (area 86), carry out what healing he can, and then return to the fray after (re)-casting any defensive spells which he has time for.

86. Shabannon's Lair

This is a bedroom/study. There is a writing desk with vellums, parchments, inks and quills neatly stacked in a holder made from an ivory tusk (300gps total, EV 80), a plain-topped table with trays, cutlery and goblets of silver (550gps total, EV 200), a bed with plain cotton covers, 2 fine and very heavy marble busts of Shabannon and Rhasanni on plinths, an icon of Mandrazaal and a finely-wrought black obsidian statuette of a Dark Angel (Valderesse's usual reaction), a fine silver-framed wall mirror (too large to carry), easy chairs and a plain wooden chair by the writing desk, and a beautiful silver plate decorated wih obsidian, sardonyx and aquamarines mounted in the middle of the E wall above Shabannon's bed (2200gps, EV 180). Shabannon's magical treasures and jewellery are contained in small coffer in an 18" square secret alcove in the floor under his bed. A **glyph** has been placed upon it for 26 points of chill damage (save for ½). It contains a splendid silver and emerald-pendant neckchain (4000gps, EV 40), a pouch with 180pps, two gold rings set with opals (2x 900gps) and a platinum statuette of a Dark Angel (1000gps, EV 70) (Valderesse won't like this either).

There are 4 deep blue **potions of extra-healing**, a crystal vial containing a small quantity of fine green crystalline powder (2 pinches of **dust of appearance** (D&D: this powder negates invisibility for all creatures within a 10-foot cube in which the dust is sprinkled and this effect is permanent until **dispel magic** gets rid of it), a leather pouch containing two blue-tinted lenses (**eyes of the eagle** - D&D: allow these to triple the range of normal outdoors vision), a **rod of resurrection** with sufficient charges to resurrect one - and only one - PC (D&D: produces a **raise dead fully** effect once, for one PC) which is of bronze with jaspers set into it (700gps, EV 90), and two scroll-holding tubes. Inside a topaz-encrusted gold tube (1000gps, EV 80) is a scroll of the spells **dispel magic** + **cureall/heal** cast at 13th level, and inside a plain silver tube (125gps, EV 80) are 2 scrolls: **tongues** + **continual darkness** (D&D: 2nd spell only) and **flame strike** + **aid** + **negative plane protection** x2 (D&D: **dispel magic** + **detect magic** + **bless** + **silence 15'**. Finally, in a small pouch, there is a single plain gold ring which Shabannon has recently acquired, but he has not been able to identify it and hasn't risked trying it on. If slipped on the ring increases the Intelligence score of the wearer by 1 point permanantly, and is then simply a nonmagical gold ring worth 80gps.

Areas 87-97 - De Vries' Quarters

Note that there is a fairly vicious trap here (areas 89-91), which De Vries has left activated because it would seem highly suspicious if no traps at all protected his lair. If the GM belives the PCs might have a very bad time with it, the trap should be ignored altogether, or at least the pivoting metal plate from the pit (area 89) should be ignored, so that PCs can be hauled out on ropes more easily than would otherwise be the case.

Strategy Notes

De Vries' intention is to give the PCs a plausibly tough fight and then exit, using his **plane shift** to Hades or a **word of recall** to a private sanctuary in a distant temple of Mandrazaal. However, if the PCs are good enough to kill him, they deserve the magic and treasure he has - it is not essential to the story line that he *does* get away. Nonetheless, De Vries will not be easy to kill; when reduced to 15hps or below, he will feign extreme distress and use an escape route (the **word of recall** will be tried first - D&D: **plane shift** does not exist in D&D, but De Vries has a planar travel ring; see NPC box).

Note that in all locations marked X on the map, De Vries has posted invisible eyes using his **wand of eyes** (see NPC box) and can thus observe the PCs in detail. He will be fully prepared when they make their entry. These eyes can be seen with **truesight** or **detect invisibility** for what they are; **detect magic** will reveal *some* kind of magical effect in a 2' radius centering on each eye, but will not reveal their exact nature. **Find traps** reveals nothing. The eyes can be dispelled with **dispel magic**, as cast against the 8th level of magic use.

87. Blocked Entrance

De Vries has had zombie servants pile up rocks behind this secret door, and they are solidly packed for 10 feet behind it. It will require a **disintegrate** or similar spell or 30 man-hours physical effort to get rid of them and effect a passage. The passage beyond is unlit as are all passages leading to area 92.

88. Guards

This chamber is bare and unlit and contains only the guards De Vries has posted here:

4 Monster Zombies (Bugbears): AC 6; MV 9"; hps 17, 32, 39, 28; AT 1; D 4-16; SD Immune to mind-affecting spells (AD&D: cold), turn as wraiths/ghasts; AL N; Int Non-; THAC0 14/13; xps 275 each/252, 342, 384, 318; **MM2** - (D&D: see note for area 84).

89. Pit Trap

The concealed pit here is 10 feet square. Anyone falling in drops 10 feet onto a metal plate filling the pit area which rotates on a central pivot. The plate will rotate, dumping the character a further 10 feet on to a stone floor (total fall damage is 2-10; 1-4 + 1-6). Activated by the rotation of the plate, acid will spray forth from a vent in the E wall. It takes 1 round after the fall for the acid to affect any character(s) in the pit and after that automatic damage is 1-6 points per round.

It is not possible to get out of the pit without magic such as **flying**, **levitation** or somesuch; Climb Walls will get the character away from the acid, but not out of the pit, since no-one could both maintain a hold on the wall *and* push up at the metal plate. After 3 turns, the pit will have filled to a 10' depth with acid and keep on filling; it takes 1 turn to dissolve the metal plate. Any PC in the pit will be dissolved or drowned, submerged under the metal plate, if still in the pit at this time. The acid stops gouting forth when the pit is totally full of the stuff.

90. Trapped Room

When the door to this chamber is opened, it will disturb the wedges which are holding in place an invisible 4' radius rock, 8' from the door. The rock radiates **fear** in a 5' radius, and will roll towards characters in the doorway; those who fail a save vs spells will run in fear (straight back into the acid pit). Those who save must make a Dex check or be crushed by the rock for 2-16 points of damage as it rolls down the corridor (if the check is made they are flattened against the side of the corridor but not harmed).

The rock will roll into the pit, and be wedged between the edge and the central metal pivot; this may actually help to get characters out since it will be easier to get ropes down. However, characters suffering from **fear** in the pit must make a save vs spells every round to have the sense to grasp the rope and climb out, or else run around in the acid senselessly. Characters who make a successful save against **fear** as the rock rolls past will *not* have to save again if they go back to the pit to help others get out. Also, if more than two characters make their saves but fail the Dex check, the rock will come to a halt in the corridor, blocked by the PCs bodies.

91. Distance Distortion

As the rock might suggest, magic-users assisted in the original construction of the temple and more of their handiwork survives here. The corridor *appears* to extend for 120' E-W and be 20' wide but its dimensions are only half of this. **Truesight/true seeing** will show this for what it is, together with the presence of a passive 12HD Earth Elemental (55hps) 30' (in real terms) along the corridor, lurking in the floor, which will not attack unless attacked first. Detect magic will reveal only some **unspecified magical effect; find traps** reveals nothing in the E-W section but will show a magical trap where the corridor turns south.

The twin doors at the end of the corridor actually open out 10' above the acid pit in the corridor, but the PCs will not realize this unless they have detected the **distortion** (D&D: treat this as an illusion-type spell). When the doors are opened, a strong **gust of wind** effect will operate for a single round in the N-S corridor. Characters must save versus spells or fall into the pit (the GM may need to check depth of acid, whether the metal plate has been disolved, etc, if the trap has been triggered already). Those in the second or later rank who fail their save can grab at PCs in front of them to avoid the drop (80% chance of success), but the grabbed character must make a Dex check or *both* will be blown down into the pit. If the front character has made both his/her saving throw and the Dex check, both characters will simply fall into a heap on the floor.

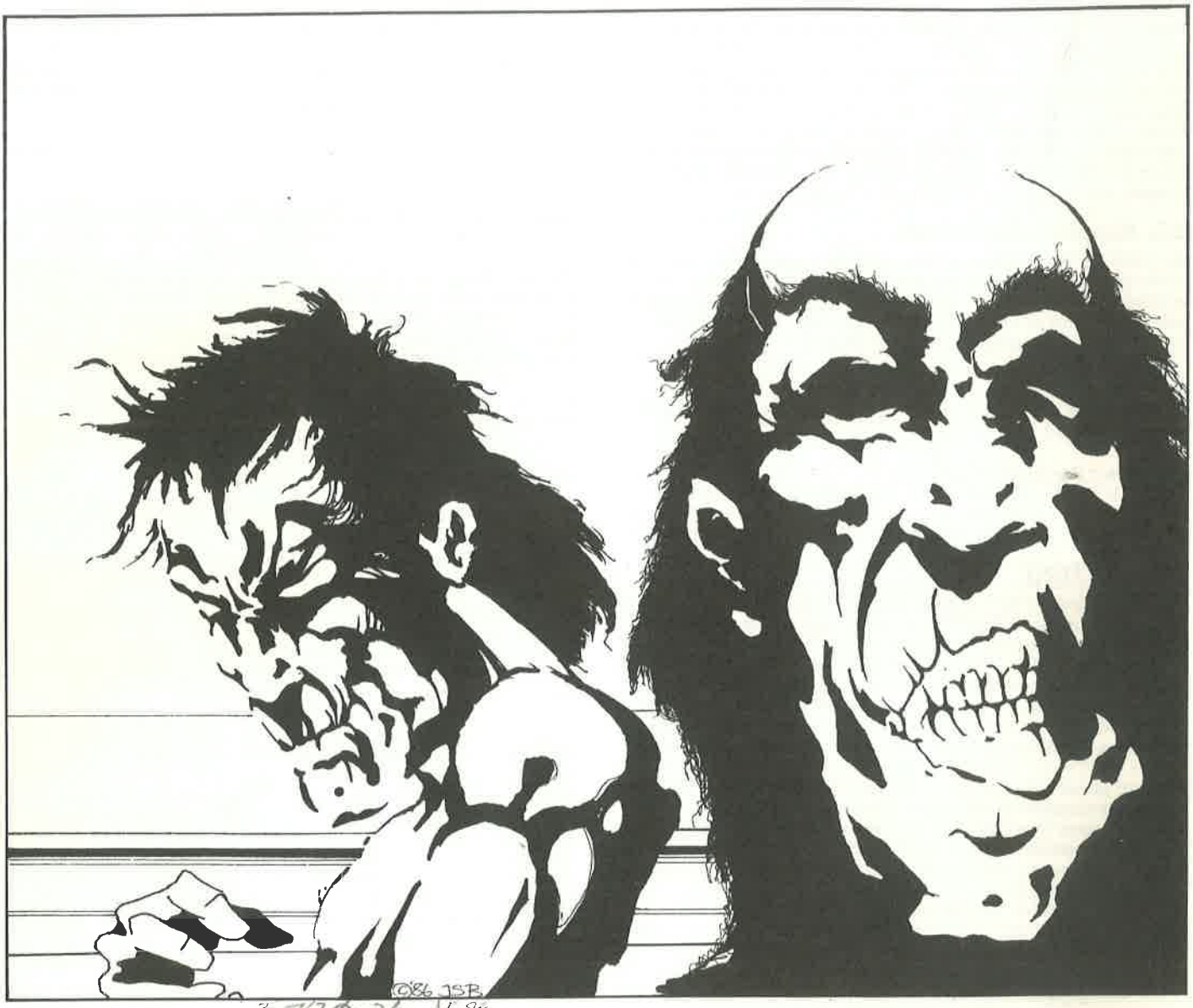
92. De Vries' Hall

A vast chamber, similar in size to area 85, with marbled wall frescoes, supporting pillars, and a pair of splendidly sculpted licentious-looking succubi at each end of a row of large comfortable chairs. The chamber is lit with large, hanging, oil-burning lamps, suspended on great iron chains from ceiling beams, and in one corner of the room stands the rod used to light them. Narrow (4' wide) steps ascend sharply (12' over a 30' distance) to the landing area and dominating this is a large iron-barred cage assembly of the sort found in Malaan's lair (area 67). De Vries has the keys to the single door in the centre of the N face of the cage and there are two locks on it (two Open Locks needed, but one **knock** or Bend Bars). De Vries will use spell attacks from the safety of his cage (-4 penalty to missile fire unless at point blank range) supporting his meleeing minions. Note that once again the only route to the landing without **fly**, etc, is up the stairs. The chairs are not stable enough to use to climb up to the landing.

The solid phalanx of zombies will crowd the central lower level and the juju zombies will stand at the bottom and top of the stairs (2 each side). The wraiths will initially be stationed on the landing, but will fly down to attack PCs behind the front rank. De Vries will retreat if reduced to below 20hps, or if his minions are reduced below one-quarter of their original strength. If the PCs do not pursue De Vries within one turn of his retreat (he will close the doors within the cage behind him), he will assume that they may be in some trouble and so will despatch his golem from area 94; it will travel to room 92, smash down the cage bars and topple over the landing, smashing on the ground below. This will allow the PCs entrance to the cage area if they haven't achieved this already, and weaken De Vries' remaining support force.

20 Zombies: AC 8; MV 6"; HD 2; hps 6 (x5), 10 (x5), 11 (x5), 7 (x5); AT 1; D 1-8; SD Immune to mind-affecting spells (AD&D: also cold); AL N; Int Non-; THAC0 18/16; xps 20 each/32 (x5), 40 (x5), 42 (x5), 34 (x5); **Basic/MM**

4 Juju Zombies: AC 6; MV 9"; HD 3+12; hps 17, 19, 33, 25; AT 1; D 3-12; SD Immune to mind-affecting spells, cold, poison, electricity, **magic missiles**, death magic, fire ½ damage, blunt and piercing weapons ½ damage, magic to hit, turn as Spectres; Align NE; Int Low; THAC0 15; xps 125 each/178, 186, 242, 210; **new/MM2** (D&D: see note for area 78).



2 Wraiths: AC 3/4; HD 4/5+3; hps 11, 17/15, 27; AT 1; D 1-6; SA Energy drain; SD Silver or magic to hit, immune to mind-affecting spells; Align C/LE; THAC0 16/15; xps 125 each/665, 737; **Basic**.

93. Corridor Pit Trap

PCs hotly in pursuit of De Vries, if they can see him, should be told casually that he runs along the right hand side of the corridor, close to the wall (the right hand side moving S from area 92, that is). Following him in single file along the same side avoids a 5' wide, 20' long, 20' deep pit (3d6 for falling).

94. Antechamber

This chamber is bare, save for wall-mounted oil-burning lanterns and wall frescoes. De Vries will have a golem guard here to block the doorway if he is retreating but may despatch it (see note for area 92 above).

Obsidian Golem: AC 3; MV 12''; HD 6; hps 44; AT 1; D 2-8/4-10 (fist); SD Immune to mind-affecting spells, gases; AL N; Int Non-; THAC0 14/13; xps 500/489; **Companion/new** (AD&D: treat as magically animated statue, use stats given).

95. Living Quarters

De Vries is not self-indulgent, and has furnished his rooms spartanly. There are reasonable wolf-skin rugs (2 x 150gps, EV 75 each), tables and chairs, and wall shelving with ornaments of brass and bronze (no value), a silver statuette of a piscodaemon (D&D: demon-like creature with tentacled head and claws something like a lobster's; worth 180gps, EV 40), pipes and tobacco, bric-a-brac. A plain table bears a silvered tray (125gps, EV 50) with 4 silver goblets (100gps each, EV 40 each) and a decanter of fiendishly good port (100gps, EV 50). De Vries also has a guardian here. If it is killed or he is reduced to 15hps or below, he will effect his escape.

Animated Statue: AC 3; MV 9''; HD 7+7; hps 48; AT 4; D 1-8 x4; SD Immune to mind-affecting spells, gases, cold, magic to hit; AL N; Int Non-; SZ L (8'); THAC0 12/13; xps 650/1418; **new**. The statue is a four-armed figure made of stone which uses 4 longswords; it is golem-like.

96. Bedchamber

The chamber is decorated with cotton wall hangings showing the most horrific atrocities of the Mandrazaal cult. Over the bronzed bed-rail of De Vries' bed, is a bronzed wall plaque of a Dark Angel (Valderesse's usual reaction) and a 12" square mirror which shows the current scene in area 75, looking down from the ceiling (cf, area description for area 75).

There are spare cotton robes on wall pegs, one of which has ermine lining (800gps, EV 80); also, a plain table with glasses and pitchers of water, footstools, a small bookcase with 17 varieties of unholy text, lots of prayer books, etc, and 6 vials of unholy water on the top shelf.

Under De Vries' bed, there are two coffers, both unlocked and untrapped. One merely contains dirty clothes of an otherwise unexceptional nature. The other (from which all magic has been carefully removed with one exception) contains two large bags (760gps, 80pps + 350gps), a small pouch with 17 amethysts (100gps each), two solid silver ingots (100gps each, EV 1000 each (AD&D: 2000)), and a silver-filigree embroidered jade statuette of a female daemon (1100gps, EV 140) which radiates a faint evil but which is nonmagical and harmless.

There is, moreover, a silver tube with topaz decorations (800gps, EV 90) with a **cursed** scroll (De Vries' last little joke); the reader will not remember seeing anything on the scroll and indeed the writing on it disappears within 5 seconds of being looked at. Over the course of the next 24 hours, at the rate of 1½ inches per hour, the reader will grow a splendid scaly lizard-like tail, some 1½ inches in thickness and forked at the end. **Remove curse** (against the 14th level of magic use) will remove this at any time before it is fully grown, but after 36 hours, only a **wish** will get rid of it.

Unfortunately, the final part of the **curse** is that the victim will become extremely proud of his/her tail and seek to display it for public appreciation at all times, unaffected by negative reactions: this results in an effective Charisma loss of 3-6 points.

97. Bathchamber

There is a sumptuous sunken marbled bath set into the floor, which De Vries fills when needed with **create water/create food and water** (the food goes elsewhere). A marble-topped table bears 4 vials of cloudy, viscous green liquid (pine-scented liquid soap), a fine silver mirror (100gps, EV 25) and a lacquered tortoiseshell-backed brush set (100gps, EV 40). Two cotton bath robes hang on pegs, and a small wooden 'chest' (open) contains more dirty clothes.

Dungeon Level 5 : Strategy Notes

There is only one combat in this level. Strategy notes for this combat are detailed for area 100 below. The PCs will *have* to be at full strength for this combat; if, after overcoming De Vries, they intend to press on to level 5 in a weakened state, GMs may drop a hint through foreboding on Valderesse's part that this would not be a good idea. If they *still* press on, they deserve all they get.

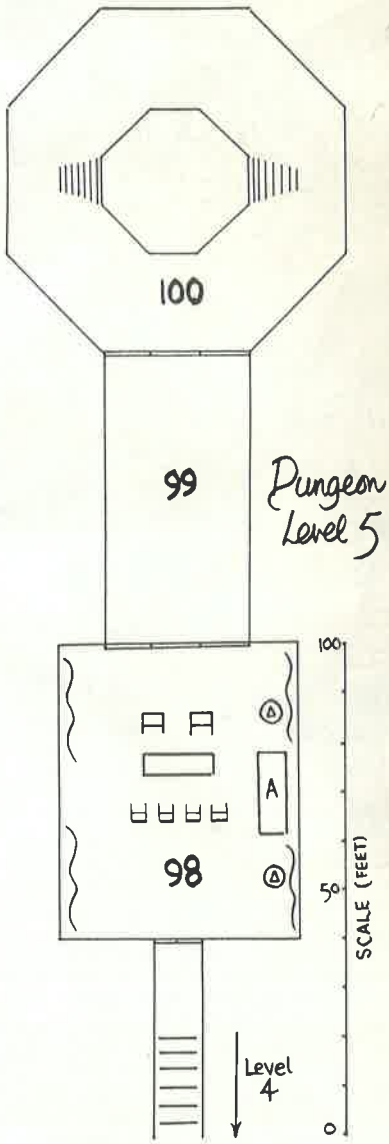
The steps down to area 98 descend 60' ovr a 240' distance to the entrance doors. These doors are **glyphed** for 28 points of electrical damage (save for ½); a single **glyph** like this will not prevent the PC party getting the Rod, but it might weaken them for the combat with Satimus, so De Vries has left it here.

98. Proximate Circle Chamber

This massive chamber (ceiling height 24', unlit) contains a plain, black-marbled altar, on which varieties of sacrificial instruments, a massive brass chalice (empty, stained, radiates evil if checked for; inflicts 2-16 points of chill damage to any good-aligned PC who touches it, no save), and plain black altar cloths are placed. Bolted to the surface, are manacles and chains, used to restrain sacrificial victims. There are two large throne-seats of heavy, dark wood, a large wooden table, and chairs of a less imposing kind. Marbled floor pentagrams will radiate magic if checked for, but their **gate** potential (for daemonic summoning) cannot be activated without the correct sacrifices and ceremonials. Wall frescoes and hangings (those on the E wall are heavy with gold and silver threadings, made of cotton-backed silk, and are valuable but *heavy*; 1500gps each, EV 350 each) portray scenes of mass destruction presided over by Dark Angels; a palpable sense of evil permeates everything here.

99. Hall of Destruction

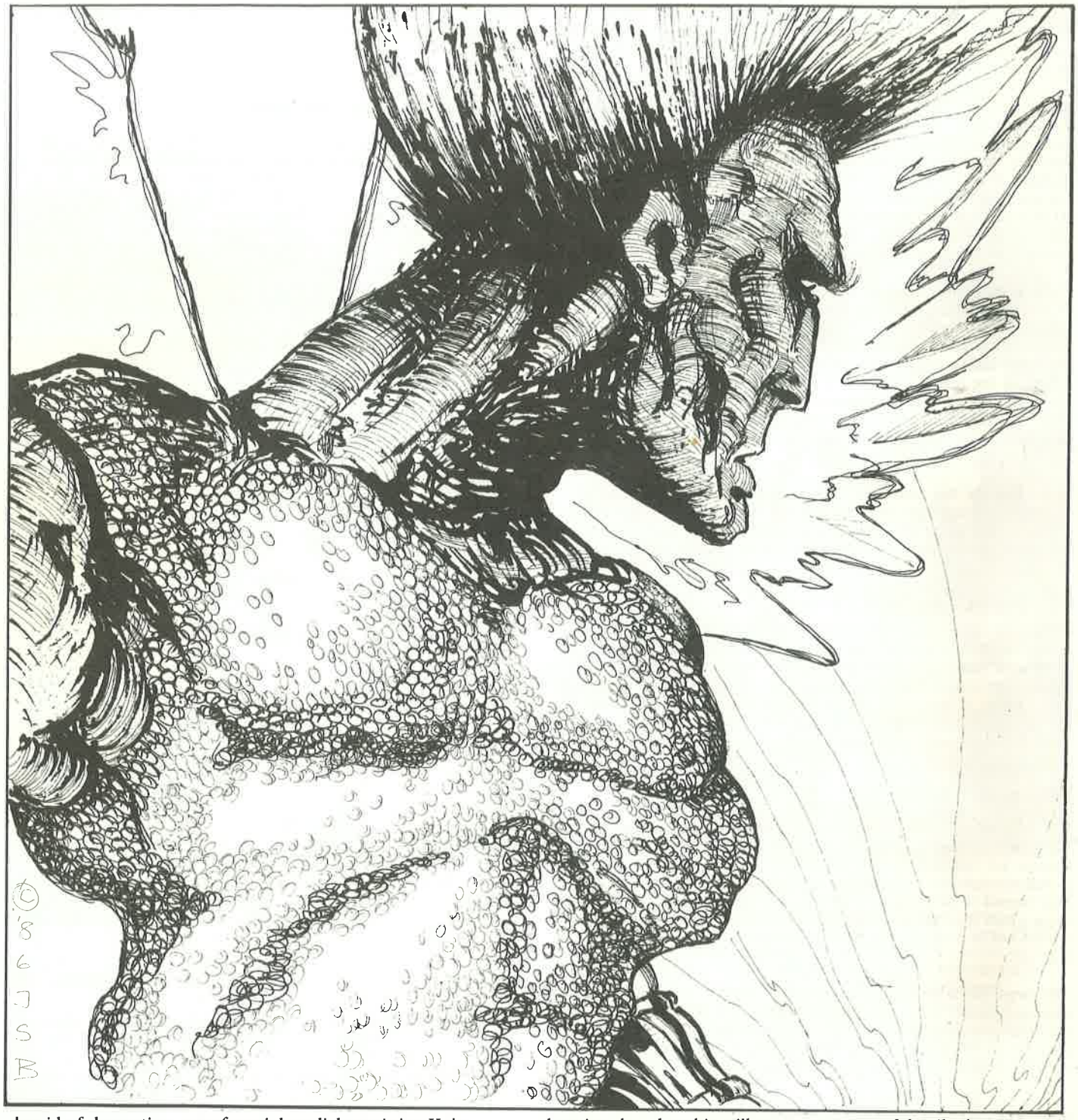
This place radiates both powerful *Good* and strong Evil, which will be discovered if checked for. The Proximate Circle do not enter this place; they do not know the exact limits of the Rod's power and are fearful of entering. At 10' intervals along the walls, there are smashed statues of Dark Angels, toppled and shattered by Seraillian's forces when they decimated the temple in the past. Valderesse will be both joyful and highly apprehensive here. The mosaic-dcorated floor shows Dark Angels banishing devas into Elysium, and Seraillian's clerics being overcome by Dark Angels and Daemons but these mosaics have also been broken up in large part.



100. Chamber of the Rod

This area radiates magic very strongly and Good also, if this is checked for. The chamber has a ceiling height of 40' and is walled with flecked marble; **continual light** spells radiate from W, N, and E walls to illuminate this place. The chamber is

Rod of Seraillian



devoid of decoration, save for rainbow-light emitting Holy Symbols of Seraillian which have been placed on golden rods in the centre of the W, N and E walls. The steps within the room ascend 5' to a central stone plinth, in the centre of which stands a stone helix some 9' in height. In the upper half of the helix, blackness fills the intervening space between the stone curves of the helix; this looks sinister but is not harmful.

The lower half of the helix is filled with a rainbow-coloured field of light and 'floating' in the centre of this is the **Rod of Seraillian** (see end of module). It cannot communicate with any PC while within the field, save for a cleric of Seraillian; if Valderesse is present, it can sense her presence and informs her telepathically that it now wishes to be removed from its present location, but that this will summon a powerful evil adversary with whom battle *must* be done. Upon being removed, its banishing function will cease and it will have no power to keep this adversary at bay.

The Rod's willingness to be moved is a function of certain extraplanar events, detailed below. If Valderesse is not with the party, the Rod can only communicate with a PC of Good alignment after it has been removed from the helix. In any event, the Rod can communicate the powers it possesses, telepathically or by empathy, in a single round. You should stress the imminence of the combat about to take place; PCs *must* make magical and other preparations for this combat.

Satimus will appear in this area within 4-7 (d4+3) rounds of the Rod being removed from the helix. When he does, he will appear normally, not with his detection/protection spells running, since removal of the Rod automatically summons him here and he has no time for magical preparations. However, he will use his skills to best advantage; he is a supra-genius, play him like one.

Satimus has 36 hours (ie, the game day on which the PCs take the Rod, and the next one) in which to kill the PCs. Initially, he may well be satisfied with a single kill, then seek to escape. Review his escape routes; he can fly at great speed and he can use **invisibility, shadow door**, his **eversmoking bottle**, etc. He knows both levels 4 and 5 of this dungeon in their entirety. After one kill, he will back off, carry out any healing he requires, prepare with appropriate spells (**invisibility, project image**, etc) and re-attack. If in serious trouble, Satimus will seek a safe lair on an upper temple level to sleep and rememorize his spells; these take him only 1/3 of normal memorization time and he needs no spell books. He also regains 1-8hps per hour of sleep, and will sleep for a normal duration (8 hours).

If combat proceeds to a second game day, PCs should be allowed time to sleep, and relearn spells, before Satimus attacks again. The key to Satimus' tactics is *attrition*. He will try to demoralize the PCs and make the coup de grace easier; in initial attacks he favours the use of one or two one-shot killers (eg, **disintegrate, slay living**, or **phantasmal killer**, always keeping one such attack form back so that he can return to the fray after a tactical retreat. Such attacks will be focused on PCs with the worst saving throws against the relevant attack forms. He may close to melee hoping to kill a fighter by sheer brute force, and then probably back off and re-prepare for combat later. These are guidelines only; his combat strategy will depend on circumstances. Always assume that Satimus knows PCs weaknesses (worst AC, saving throws, etc).

Satimus will fight to the death on the second day. He *could* travel back to Hades but he could not hope to enlist aid, since other Dark Angels and daemons are already stretched to the limit with other duties. It would also result in a major loss of face and the end of his ambitions.

Two final points. First, the PCs may try to run away. If they do, the Rod will give them dire warning: their escape will only be temporary. Satimus is seeking to **gate** in creatures far more powerful and destructive than he is, and if the PCs flee, both they and everything else for scores of miles around will be utterly destroyed within hours. Second, it is inevitable that one or more PCs will be killed if Satimus is played reasonably well. Don't feel too bad about this. After all, the party will already know from Valderesse that the Rod can **raise dead fully/resurrect**, and will do so on the first game day for one character (others may have to wait for a while - but see suggested ending below). Finally you should also give players a minute or so to review all the powers of the Rod before Satimus appears!

Ending

Just as the Rod can **raise dead fully/resurrect**, its **restoration** function can also be used to the benefit of the party. Note, however, that since it can perform either function but once per month, and Valderesse will have much to do, the PCs may have to travel with her to restore all their losses. This may fit the possible storyline resulting from the following ending well in any event.

One turn after Satimus' death, an astral deva (D&D: angel-like creature) will appear in the chamber, **gated** from Elysium; the devas have escaped their banishment at last. This will have the important effect of preventing Mandrazaal from having the 'spare capacity' to send any of his infernal servants to persecute the PCs, since they will not be able to operate on the Prime Material with the relative impunity they have enjoyed in the past.

Astral devas have an effective Charisma of 20 and the awe such creatures inspire should be kept in mind. Assuming the PCs are in trouble, the deva will explain that while it cannot itself restore, resurrect, or use magic to bring back disintegrated PCs, it can promise greater magical assistance if - *in principle* - the PCs agree to some service for Seraillian. If they agree, the deva will disappear, to be followed by the appearance of Haaan (see below) in 5-8 rounds.

If the PCs are chary of the Deva's offer, it will turn from them and address itself to Valderesse, telling her that she is to re-establish the Church of Seraillian in Xir, and that the Church can now flourish given the recovery of the Rod and the absence of its former extraplanar persecutors. It will give her a **ring of teleportation**, and tell her to use this to travel to the old temple of Seraillian in the capital of the Xirian territories (no error involved). The deva will then disappear, after warning the PCs that Haaan, Seraillian's solar, will shortly appear and that they would do well not to be around when he does. Valderesse will be happy to use any available powers of the Rod to aid the PCs, but will leave quickly.

Haaan will appear 5-8 rounds after the deva has departed. If the PCs have not accepted the deva's offer and are just hanging about, Haaan will get them out of the way in the least irksome way he can (**mass charm** followed by an injunction to go forth and multiply is a good option). If the PCs accepted the deva's offer, Haaan will **raise dead fully/resurrect** up to three dead characters each day, and cast one **restore/restoration** in the same time. He can even use **wish** once each day to bring back PCs for whom no lesser spell will suffice. However, Haaan will require a service for his deity in return. In negotiating with Haaan, do not forget the literally awesome charisma (24) of this angel-like creature and his supragenius intelligence and godlike wisdom. Haaan is effectively pantelepathic and can detect all thoughts of PCs, automatically **knows alignment**, etc. He will be more impressed by PCs agreeing readily to serve his goddess than he will be bothered about alignment - providing that he is dealing with PCs of one of the three good alignments. If aid is requested for a character of neutral alignment, he will exact a more demanding service.

You may determine the services Haaan requires to fit the circumstances of your campaign. If you wish to continue adventuring in Pelinore, you may have Haaan ask the PCs to travel with Valderesse to Xir, to aid in re-establishing the Chuch of Seraillian there (allow Haaan to use a **mass teleport** to despatch them all). Alternatively, Haaan may ask the PCs to retrieve some Good artifact, or defeat some Evil PC(s) or monster(s) elsewhere, to suit the circumstances of your campaign. If you are undecided, you may simply extract a large sum of money from the PCs, plus one or two magic items, which will be given to Valderesse to enable her to pay for the reconstruction of the Xirian Church, etc. One ground rule is inflexible, however: if the **wish** is to be used, Haaan will require a *major* service; this will *have* to involve a later adventure which you can design to fit your own campaign. But is must be of the magnitude of a **geas/quest**.

(D&D note: Solars are immensely powerful beings, as powerful as demigods. Allow Haaan to use virtually any spell in the rulebooks, although only one **wish**, which will always be worded in a manner which brings about the best conceivable effect).

Finally, Haaan will arrive in the temple in any event to destroy the portal (now possible) and, indeed, the whole place. His involvement gives you the opportunity to restore major losses for players whose characters have suffered them despite good or at least reasonable play. However, do not feel compelled to make Haaan's powerful magic available to a group of players who have suffered losses because of bad play!

Rod of Seraillian

NPC SECTION

Satimus, Dark Angel of the Blood Heart

AD&D	D&D	
AC:	-5	3
M:	12"/24"	/24" (flying)
HD:	See below	See below
hps	155	5
AT:	3/2	By weapon +6 By weapon +3
SA:	See below	See below
SD:	See Below	See below
MR:	25%	See below
Int:	Supra-genius Supra-genius (20)	
AL:	NE	See DM's Intro
SZ:	L (7½')	(7½')
THAC0	5	25,525 25,250

Satimus appears as a 7½' tall dark-winged humanoid. His face is dominated by his beak-like nose and his eyes, the pupils of which are jet black but the corneas of which are brilliant silver. His powerful wings carry him quickly through the air (AD&D: maneouverability class B).

Satimus wears **chain mail +4**, although the magical plus of this armour decreases by one place for every week it is away from Hades (and likewise recovers 1 lost plus per uninterrupted week of sojourn on that plane). His low AC is otherwise determined by his Dexterity - he scorns the use of a shield. His characteristic scores are: S 1800, I 20, W 20, D 18, C 19, Ch 18.

Satimus normally employs a **bastard sword +2**, with which he strikes at the rates noted above, attacking as an 11th level fighter. Damage caused is 1-8 +5/2-8 +8. Alternatively, he may use a **footman's mace +2**, striking for 1-6 +5/2-7 +8. The mace has the additional power that any Good character struck by it must save vs wands, or take an additional 1-4 points of damage (D&D: see the notes on alignment in the *GM's Introduction*).

Satimus has great defensive capabilities. He has 25% Magic Resistance (D&D: there is a 25% chance that *any* spell will simply fail when cast at him; this % chance is increased by 5% for every level of the MU/cleric concerned below 11th and decreased by 5% for every level of the MU/cleric above 11th). His exceptional intelligence renders him immune to all illusion/phantasm spells of 2nd level or below. Satimus is immune to poison, paralysis, any and all gaseous attacks, **charm** and **hold** spells, and he cannot be energy drained or affected by death magic howsoever this is attempted. Against any spell which normally has no saving throw, Satimus gets one, as an 11th level fighter with the appropriate wisdom/magical bonuses. Finally, Satimus is unaffected by **slow** or **haste** spells. Fortunately, he has no special immunities to attack forms save for acid (½ normal damage; ¼ if saved).

Satimus has extensive spell-casting abilities, be able to use any one of the following per round, at will: **darkness, detect good, detect magic, know alignment**. Three times per day, he may use each of the following: **dispel magic**, (AD&D:) **hypnotism, protection from good, wall of fog**, (D&D:) **bless, blight, obscure. Twice per day, he may use each of the following: hold person, magic missile, polymorph self**, (AD&D only:) **ray of enfeeblement**. Once per day, he may use each of the following: **disintegrate, invisibility 10', maze, power word: stun, project image, shadow door, finger of death/slay living, telekinesis, wizard eye**, (AD&D:) **Melf's minute meteors, phantasmal killer**, (D&D:) **polymorph other**). For the purposes of determining spell range, duration, etc, Satimus' spell use is at the 14th level.

Satimus carries magical items in addition to his weapons. He always has 4 **potions of extra healing** and potions of **clairaudience** and **clairvoyance**. He has a **rod of cancellation**, which he may seek to use against any powerful magical weapon used against him (it will not affect the **Rod of Seraillian**, however). He has a **scroll of protection from elementals**, an **amulet of proof against detection and location** (AD&D only) and an **eversmoking bottle** (D&D: this has an obvious function - it generates *lots* of smoke *very* quickly). The smoke from this bottle disappears one turn after the bottle is stoppered or leaves the area; it will return by a **dimension door** effect to Satimus' person if within 360' of him whenever Satimus wills, fully stoppered. Satimus will frequently use this together with his **shadow door** (AD&D) to effect an escape when he wishes.

Satimus has excellent personal jewellery. Around his forearms are coiled gold bracers set with rubies worth 6000gps (EV 250), and around his powerfully-muscled neck he wears a platinum and gold neckchain with set with a fire ruby (6200gps, EV 180). Finally, he wears a resplendent star ruby ring (5500gps, EV 30).

Marius de Vries

14th level cleric
S 15, I 16, W 18, D 16, C 16/15, Ch 17
AC -2; AL NE; hps 62/71; THAC0 10/9

Weapon:
Staff of striking +2/rod of smiting +3

D&D Spells:
darkness x2, **detect magic, fear, resist cold**
bless, hold person x2, **resist fire, silence 15'**
continual darkness x2, **curse** x2, **disease touch**
animate dead, dispel magic, poison touch
commune, truesight, cause critical wounds
animate objects, word of recall

AD&D Spells:
Bless, darkness x2, **detect good, protection from good, resist cold, sanctuary**
aid x2, **augury, hold person** x2, **resist fire, silence 15'** x2,
animate dead, continual darkness, cause blindness, cause paralysis, curse, dispel magic, glyph of warding;
cloak of fear, cure serious wounds, poison touch x2,
protection from good 10', spell immunity (cast against **hold person commune, plane shift, true seeing**
animate object, word of recall

Magic Items:
plate mail +1, Mandrazaal ring +2 (see note for area 56), **elven boots/boots of elvenkind, amulet of protection from crystal balls and ESP/amulet of proof against detection and location, necklace of missiles** (one 5HD and two 3HD missiles remaining - AD&D only), **ring of planar travel** (which will function once per day; it infallibly takes him to the Outer Plane of Hades where Mandrazaal and the Dark Angels reside - D&D only), **wand of eyes**, potions of **invisibility** and **polymorph self**, and 2 scrolls of clerical spells, cast at 14th level:
cureall/heal, animate dead + dispel magic
continual darkness + word of recall/plane shift

Shabannon

13th level cleric
S 15/17, I 13, W 18, D 18/17, C 16/15, Ch 14
AC -2; AL NE; hps 61/70; THAC0 10/8

Weapon:
Staff of striking (AD&D); **mace +1, +3 damage versus Good** D 1-6 +4/+7/+10 (staff has 11 charges - AD&D), 1-6 +2/+4 (D&D).

D&D Spells:
darkness x2, **fear** x2, **resist cold, blight, hold person** x2,
resist fire, silence 15'
continual darkness x2, **curse, striking**
animate dead, dispel magic, poison touch
cause critical wounds, truesight
animate objects, barrier

AD&D Spells:
Command x2, **darkness** x2, **detect good, detect magic, resist cold, sanctuary**
aid x2, **hold person** x2, **know alignment, resist fire, silence 15'** x2,
animate dead, cause blindness, continual darkness x2, **dispel magic, prayer** x2
divination, obscure tongues, poison touch x2, **spell immunity** (cast against **lightning bolt**)
flame strike, true seeing
animate object x2

Magic Items:
Mandrazaal ring +2 (see note for area 56), jar of **ointment of healing/Keoghtem's ointment, ring of safety** (one charge)/**mind shielding, (D&D:) potion of flying, ring of protection vs poison +4** (adds +4 to saving throws versus poison only), (AD&D:) **scroll of protection from poison, phylactery of long years**, 2 scrolls of clerical spells cast at 13th level:

dispel magic + bless

detect magic + animate dead/animate dead monsters

(See also area 86).

The splendid **wand of eyes**, which De Vries possesses, is a device which does not require charges. Upon command it will create an invisible eye (similar to a **wizard eye**), which remains in the location of its original production for a period of 5-8 hours. The wand can bring into existence up to 8 eyes at any one given time. The eyes act as extra, normal ocular devices (ie, they do not have infravision, the ability to **detect invisible** or anything similar) and the wand user can look through any of them by simply visualizing the location of the appropriate eye for a few seconds and then staring into the crystal globe which tops the wand. The scene in the location up to 120' from the eye (which has 120 degree vision) will then be revealed.The following spells can be cast through the wand and eye, as it were: **read magic, clairaudience, detect invisible**. In the AD&D system, this wand has an xp value of 3,000 and a gp value of no less than 45,000 (powerful clerics and MUs would pay dearly for this potent defensive/informational device. It can be used by either class).

De Vries is 54 years old, 5' 11" tall, weighs 162 lbs, and has an impressive mane of curly black hair. His slightly olive-skinned complexion is noteworthy in one who has spent almost his entire life in the gloom of subterranean evil temples. He is (or can be) charming, urbane, witty, cultured and a fine raconteur; he is also devious, ingenious and totally unscrupulous. There is no lie too tedious to tell and no wickedness too trivial to be worth bothering with. He did not rise to his present position within the Church of Mandrazaal without these qualities.

De Vries' goals, aims and resources are fully detailed in the module, but note that he has both spell and device escape routes. He will not take any real chances before effecting his getaway. If the PCs do manage to kill him, he has some fine treasure.

He wears a gold ring set with an Oriental Topaz (5200gps, EV 30), a Fire Ruby pendant on a gold chain (5100gps, EV 50) and moonstone-set signet rings (2x 150gps, EV 10 each).

Shabanon is 44 years old (AD&D: looks 3 years younger due to the phylactery), 6' 2" tall, weighs 174 lbs and is of striking appearance - long flowing blond locks, dark blue-green eyes, striking cheekbones and a classical Roman nose. However his lips - full, rather red and girlish - betray his major weakness; he is a weak and vacillating man. He has reached his present position within the Church of Mandrazaal solely on De Vries' cloaktails, and is his devoted yes-man and lackey. He is actually rather irritable and childish when he doesn't get his own way. A boorish man, for whom De Vries finds it hard at times to conceal his contempt.

Shabannon's goals, aims and resources are fully detailed in the module. Being vain, he has valuable jewellery, although most of it is aesthetically quite repellent, and rather flashy. He wears an aquamarine/silver neck pendant (800gps, EV 40), a large gold signet ring with a pearl (450gps, EV 15), a gold bracelet with a small diamond set into it (550gps, EV 30) and a second, plain gold, bracelet which has nude female torso charms (Shabannon thinks this sort of thing gives him a bit of a reputation among the ladies in the temple; it does, but quite a different one from the one from the one he fondly imagines to be the case) worth 400gps (EV 50).

Rod of Seraillian

Malaan

Human dual-class cleric-MU, levels 10 and 9 (D&D: treat as a 10th level cleric with exceptional 9th level MU ability.
S 13, I 17, W 17, D 18, C 18/16, Ch 17
AC 1; AL NE; hps 51; THAC0 12/15 (flail) or 14 (dagger)
Weapons:
mace +2/footman's flail +1; dagger +2, +3 vs large creatures
D 4-9/3-8 or 3-6

D&D Spells:
darkness x2, **detect magic, resist cold**
hold person, know alignment, snake charm, speak with animals
continual darkness x2, **locate object** x2, **striking**
dispel magic x2
commune
charm person x2, **detect magic**
detect invisible, ESP, phantasmal force
clairvoyance, invisibility 10', protection from normal missiles
polymorph others, wizard eye
teleport

AD&D Spells:
Bless, darkness, detect magic, portent x2, **sanctuary**
augury, hold person, know alignment, slow poison, snake charm, speak with animals
continual darkness, dispel magic, glyph of warding, locate object
detect lie, divination, commune, alarm
charm person x2, **detect invisibility, ESP, invisibility, shield**
clairaudience, clairvoyance, phantasmal force, magic mirror, wizard eye
teleport

Magic items:
Bracers of defence AC4 (coiled gold armbands which magically give the wearer AC4; usable by *any* class including MUs), **ring of protection +2, ring of protection vs poison +3/periapt of proof against poison +3, amulet of immunity to charm** (self-explanatory function), 3 dark blue potions (of **cure serious wounds/extra-healing**).

Note that many more magic items are noted within Malaan's complex of rooms on dungeon levels 2-3. Malaan's own spell books are in a **Leomund's secret chest** (D&D: a magical chest which can be 'hidden' on the Etheral Plane; PCs should not be allowed to get at them since they contain many MU spells of levels 1-4 and a few of level 5 and PCs having them would unbalance the game.

Malaan is 40 years of age but only appears to be 30 due to the effects of a **potion of longevity**; hence he is a plausible 'junior'. He was recruited by Valnakestra some years ago, and has been within the temple for a year, having been actively spying on the higher-level clerics for a few months only. He is 5' 9" tall, weighs 152 lbs, and is of quite nondescript appearance (gray eyes, mousy hair); his high Charisma reflects his force of personality. He is unbelievably devious, sharp-witted and quick thinking. He listens to others a great deal, and has exceptionally acute vision and hearing. He is also intensely evil. He actually did murder his own grandmother.

GMs should assume total familiarity on Malaan's part for dungeon levels 1-3 for determining the possibilities for success of **magic mirror**, etc.

Valderesse

Split class gray elven cleric-MU, levels 7 & 7; (D&D:) treat as a 7th level Elf with 7th level clerical abilities
S 11, I 18/19, W 18, D 18/17, C 16, Ch 18
AC -2; AL NG; hps 42; THAC0 12/14 (sword/staff) or 10/12 (**rod**)

Weapon:
Broadsword +3/Staff of Striking +3 (17 charges)
D 1-8 +3 (sword); 4-9 or 7-12 or 10-15 (staff); 1-8 +5 or 2-16 + 10 (rod; latter value vs NE creatures only)

D&D Spells:
D&D Spells:
Bless, cure light wounds, light
find traps, hold person
continual light, cure blindness,
charm person, magic missile, read magic, ESP
invisibility, clairvoyance, dispel magic, wizard eye

AD&D Spells:
Bless, cure light wounds, detect evil, detect magic, light
aid, augury, find traps, hold person, know alignment
continual light, cure blindness, dispel magic
cure serious wounds, neutralise poison

Her spell books contain:
1: **alarm, charm person, detect magic, light, magic missile, read magic, sleep**
2: **continual light, detect invisibility, ESP, invisibility, web**
3: **clairvoyance, detect illusion, dispel magic, phantasmal force**
4: **minor globe of invulnerability, stoneskin, wall of fire, wizard eye**

Magic Items
Elfin chain +4, ring of protection +2, and a black silk handkerchief (a **portable hole** - not unlike a **bag of holding** which does not radiate magic) containing her spell books, Holy texts of Seraillian, and the following: a **wand of illumination** (34 charges), (D&D:) a **ring of life protection** which can negate 4 energy drains, a **potion of defence +3**, a **potion of antidote**, (AD&D:) a **figurine of wondrous power - onyx dog**, a **chime of opening** with but 5 charges remaining, and a silver-coated bone tube containing 3 scrolls, cast at 10th level. These are:
Dispel evil/protection from evil 10' + bless/magic font
Dispel magic + truesight/true seeing
Invisibility + magic missile x2

Valderesse is exactly 4½' tall and weighs just six stones; her ash-fair hair frames her delicate features, dominated by her deep blue-violet eyes. She is demure, graceful, soft-spoken and rather shy and, all in all, the kind of elf any decent male (apart from a dwarf and they're usually indecent anyway) would readily expire to protect.

82 years ago, as a young MU, Valderesse and a group of friends were ambushed by some Bugbears and her life (no others, alas) was saved by a cleric-MU servant of Seraillian. Out of gratitude, she listened to his homily about the deity he served but - being young and flighty - she did nothing about it. Twelve years later the cleric-MU (AD&D: an elf, D&D: an elf with cleric ability) returned to her, clearly very ill (expiring from an incurable wasting disease), and implored her to take certain magical items he brought with him. They would be important to her in later years. He gave her the **portable hole**, the Holy texts, and - wonder of wonders - an immaculately-fitting suit of **elfin chainmail +4** (none other than Valderesse, not even an elf, can wear this). The elf left to die among his own family and friends and - feeling guilty and sad - Valderesse read through one of the texts. This time she took better heed of it; and, one starlit night, made obeisance to Seraillian as best she could.

What she saw astonished her and filled her with dread: a yawning black void appeared in the heavens, and was driven down by a coruscating rainbow aurora. None other saw it, and she will not now speak of it. But she knew what it meant. Since that day she has been a devoted and faithful follower of Seraillian but has not revealed this to others; she knows from the texts that she is alone as a cleric of Seraillian and the time is not yet ripe for proselytising her faith.

Two weeks before the PCs reach the Temple environs, she received a vision in which the location of the Temple was given to her and the sense of something very precious to her deity, and a foreboding of great evil very close to it.

Cashing in some favours, she gathered a small party to take on the temple, but bugbears with paralyzing poison blowpipes took out their camp guards one night and captured all of them, save for an elven fighter who got away (his corpse will have been met by the PCs in Planned Encounter 4). The bugbears took the other five of the band to the temple; all the other four have been ceremonially killed by the time Valderesse is found. She has resisted Malaan's torture with great fortitude.

Valderesse will join the PCs; she won't be stopped. She will at first state that she is a good cleric who has come to cleanse this evil place, and will only openly admit her religion when she feel surer of the PCs and their allegiances. If the Rod is mentioned, however, she will state her religion at once. Two final points of importance. First she knows for sure that she is the *only* cleric of Seraillian in the area for many, many miles around. Also, she is absolutely certain that recovery of the Rod is of the highest importance for her Church and for Good creatures generally. She is desperate to obtain it.

Rod of Seraillian

PC SECTION
Original PCs (AD&D)

Wolfram, 8th level human ranger
S 17, I 14, W 14, D 15, C 17, Ch 11
hps 74, AC -3 (magical plate and shield); **bastard sword +2, light crossbow +1, plate mail +2, shield +1, ring of free action, potions of extra-healing, polymorph self, invisibility;** AL NG.

Wintergreen, 9th level dwarven fighter
S 1888, I 7, W 15, D 11, C 18, Ch 8
hps 84, AC -2; **shortsword +1, dagger +2 (+3 vs large targets), ring of protection +1, shield +3, potions of invulnerability, fire resistance;** AL LN.

Kadivas Kallaran, 9th level half-elven thief
S 15, I 14, W 11, D 17, C 16, Ch 15
hps 41, AC 1; **shortsword +1, dagger +3, leather armour +1, ring of protection +2,** 2 pinches of **dust of disappearance, bag of holding (5000 cn), potions of extra-healing, invisibility, levitation;** AL LN.

Felice, 7th level human cleric
S 17, I 11, W 18, D 9, C 15, Ch 11
hps 42, AC -2; **footman's flail +2, shield +2, ring of protection +2, periapt of health, necklace of adaptation, staff of curing** (12 charges), **potions of speed, clairaudience;** AL NG
Spells: **bless, command, cure light wounds** x2, **detect evil, find traps, hold person, know alignment, slow poison, spiritual hammer, cure blindness, dispel magic, prayer, cure serious wounds, neutralize poison.**

Shand, 8th level human cleric
S 16, I 9, W 17, D 15, C 16, Ch 17
hps 60, AC -2; **footman's mace +1, plate mail +1, ring of protection +1, brooch of shielding (37hps),** scroll of 3 spells: **flame strike, neutralize poison, cure disease;** AL CG
Spells: **bless, cure light wounds** x2, **detect magic, resist cold, augury, find traps, hold person, resist fire, silence 15', continual light, dispel magic, prayer, remove curse, cure serious wounds, protection from Evil 10'.**

Jenistraal, 8th level human MU
S 9, I 18, W 16, D 16, C 15, Ch 15
hps 31, AC 3; **dagger +2 (+3 vs large targets), robe of the archmagi, ring of feather falling, wand of conjuration** (7 charges), 2 **potions of invisibility;** AL NG
Spells: **charm person, magic missile** x2, **read magic, invisibility, knock, stinking cloud, dispel magic, lightning bolt, phantasmal force, ice storm, minor globe of invulnerability.**

Jallarial, 7th level human MU
S 10, I 17, W 17, D 13, C 17, Ch 11
hps 37, AC 3; **staff of striking** (22 charges), **bracers of defence AC5, ring of protection +2, wand of frost** (7 charges), **potions of extra-healing** (2), **invisibility, fire resistance,** scroll of 3 spells: **dispel magic, pyrotechnics, wall of force;** AL NG
Spells: **detect magic, magic missile, read magic, shield, detect invisibility, mirror image, web, fireball, fly, wall of fire.**

Original PCs (D&D)

Wolfram, 8th level fighter
S 17, I 14, W 12, D 15, C 18, Ch 11
hps 63, AC -3; **broadsword +2, crossbow +1, plate mail +1, shield +1, ring of life protection, potions of healing, freedom, polymorph self, invisibility;** AL L.

Wintergreen, 9th level dwarf
S 18, I 17, W 15, D 11, C 18, Ch 8
hps 71, AC -2; **shortsword +1, dagger +3, ring of protection +1, shield +3, potions of invulnerability, fire resistance, agility;** AL L.

Shushanna, 9th level thief
S 15, I 14, W 10, D 18, C 16, Ch 15
hps 38, AC 0; **shortsword +1, dagger +3, leather armour +1, ring of protection +2, lamp of long burning, bag of holding (5000 cn), potions of fortitude, healing, invisibility** x2; AL N.

Felice, 8th level cleric
S 16, I 11, W 18, D 9, C 11, Ch 11
hps 38, AC -2; **mace +2, shield +2, ring of protection +2, elven boots, ring of holiness, staff of healing, potions of speed, clairaudience;** AL NG
Spells: **cure light wounds** x2, **detect evil, light, bless, find traps, hold person, resist fire, cure blindness, striking** x2, **neutralize poison** (bonus from Ring of Holiness included).

Shand, 9th level cleric
S 13, I 9, W 17, D 15, C 16, Ch 17
hps 53, AC -2; **mace +1, plate mail +1, sling +2, ring of protection +1, ring of safety,** scroll of 3 spells: **truesight, striking, cureall;** AL N
Spells: **cure light wounds** x2, **detect magic, bless, hold person, silence 15', continual light, remove curse, striking, cure serious wounds, dispel magic.**

Jenistraal, 8th level MU
S 9, I 18, W 15, D 16, C 15, Ch 15
hps 31, AC 3; **dagger +3, displacer cloak, ring of protection +2, ring of levitation, wand of illusion** (9 charges), 2 **potions of invisibility;** AL L
Spells: **charm person, magic missile, read magic, invisibility, knock, phantasmal force, dispel magic, lightning bolt, ice storm/wall, wall of fire.**

Jallarial, 8th level MU
S 10, I 17, W 18, D 13, C 17, Ch 11
hps 37, AC 4; **staff of striking** (32 charges), **ring of protection +4, wand of cold** (7 charges), **potions of healing** (2), **invisibility, fire resistance, fortitude,** scroll of 3 spells: **dispel magic, invisibility, wall of stone;** AL L
Spells: **detect magic, magic missile, read magic, detect invisibility, mirror image, web, fireball, fly, confusion, wizard eye.**

GM's Background Information

1. Seraillian
Seraillian is an NG deity residing in Elysium; her title is the Unseen Rainbow and her symbol a gold-filigree rainbow-crescent with rainbow-hued gems. She accepts NG worshippers, or MUs or illusionists of any Good alignment (she is patron deity to many such). May of her clerics are (were) split or multi-class cleric/MUs. She is a benign and peaceful deity, who stresses the need for outwitting Evil through strategy and guile. Her MU devotees often specialise in illusions and detection spells rather than heaving **fireballs** about. Her worship was celebrated at semi-annual festivals as De Vries described (see **Players' Introduction**).

For details of conducting this adventure in *Pelinore*, see the separate section below.

2. Mandrazaal

The Final One - whose symbol is a shattered skull - dwells in Hades and accepts worshippers of any Evil alignment (even some exceptionally cynical or nihilistic N/CN characters have descended to this). His major spheres of control and influence are disintegration and final destruction, complete dissolution, and energy draining Undead. Assassins and very Evil fighters and MUs are often drawn to this terrible god.

The ceremonies of his worship are predictably unpleasant, inevitably involving (demi-)human sacrifice after extended torture and/or preliminary energy draining by Undead minions. Mandrazaal is abjured even by other Evil sects and deities but he and his minions may deal with Outer Plane Evil creatures if mutually advantageous. His sect has always worked secretly in areas where a combination of natural and aeons-old magical forces from banes deep in the earth weaken the barriers between the planes; Mandrazaal has always wished to wreak *mass* destruction and he has always understood the potential power of interplanar gates in this respect.

3. History

Some 75 years before the time of this adventure, Mandrazaal's senior clerics learned of the existence of certain 'beings', who were trapped by immensely strong magical wards on the Plane of Concordant Opposition; they knew them simply as the Spheres. These (supra-genius) entities, of absolute Neutral alignment, had great destructive potential, and for them the true aim of pure neutrality was a perfectly balanced, still Universe in which no life, struggle of energy disturbed the status quo of a universe of lifeless air and dust. The exact limits of the Spheres' destructive powers are uncertain, but they could certainly wreak havoc on the Domains. Mandrazaal, given his predilictions, commanded his clerics to work on developing a planar gate, while his Dark Angels were ordered to find the nature of the binding wards and destroy them.

Seraillian's clerics, learning of the Evil clerics' work, went to war against them. As detailed in the story above, they decimated them. However, Seraillian's Rainbow Matriarch, Jandor, did not lose the Rod - as the PCs will have been led to believe - but magically sealed it wihtin the half-completed portal, preventing its completion (for details of the Rod see below). Valnakestra, commander of the Dark Angels, had been expecting Seraillian's celestial servants to attack the Dark Angels while they were trying to research the binding wards holding the Spheres, but she was outwitted by Seraillian.

The goddess's planetars were divided, one helping the earthly clerics and the other magically strengthening the binding wards; Seraillian already knew their nature. And Haaan, Seraillian's solar, had been working - fashioning the Rod. Valnakestra achieved victory against the devas alone, banishing them to Elysium.

There was a price to be paid for Seraillian's triumph. In his fury, Mandrazaal turned to her earthly clerics and destroyed them utterly; Serallian, with no devas to act on the Prime Material, could not protect them. But the clerics knew their probable fate, and understood the crucial importance of dealing with the portal.

4. Mandrazaal's Servants

Seraillian's cult may be weak, but that of Mandrazaal has been regathering strength. As the diagram below shows, his clerics are organised into four groups and their numbers are slowly growing; the position of major NPCs in this adventure is shown within the heirarchy.

The clerics, however, are as nothing compared with Mandrazaal's servants in Hades, the Dark Angels. These are divided into three groups: the Phalanx (powers similar to lesser devils/demons, the Steel Claw (powers similar to greater devils/demons right up to near-deva strength) and the elite Blood Heart (powers range right up to near-solar strength in Valnakestra's case). They have varying extraplanar travel abilities, but the most powerful can travel even unto the Outer Planes of Good. One Blood Heart member, Satimus, is encountered in this adventure and his stats are in the central NPC spread.

5. Current Activity in Mandrazaal's Temple

The specific spur to action is this: Satimus, an ambitious Blood Heart junior, has fortuitously discovered a way both of destroying the wards binding the weakest of the Spheres in the Plane of Concordant Opposition *and* of completing the portal of the temple. He has already been promoted for this. Mandrazaal badly wants the Rod removed; the energies of senior Dark Angels are fully deployed in strengthening the fast-fading wards keeping Seraillian's devas in Elysium. If *they* become active on the Prime Material, the entire project may be jeopardised. So, once a bunch of good PC dupes has obtained the Rod, Satimus can polish them off (he will not risk this powerful good artifact staying in good hands) and the portal can be completed. For Satimus this means further promotion, *lots* more lackeys and *very* close to being number 1 Dark Angel. Satimus is a deeply happy monster right now.

De Vries and Shabannon, his senior aide, know all about the Rod and Satimus' role, but their juniors do *not* and they are to be regarded as totally expendable. Liberating the weakest of the Spheres will decimate an area of a few hundred square miles or so but this is only a test run for a more ambitious gating of the *really* powerful Spheres (and the senior clerics will have **plane shifted** to Hades long before this). The juniors are of no concern and they will be used as cannon fodder.

De Vries has a variety of strategies for secretly aiding the PCs to get to the Rod, including leaving helpful magic with *almost* plausible cover stories; how quickly players pick up the hint from this may determine whether their characters get out alive or not.

The wild card is Malaan; De Vries and the others don't know about him. At the order of Valnakestra, he will be doing his very best to kill the PCs (strategy notes for the dungeon cover his actions). Valnakestra is far too busy to be able to provide help; any absence from her regular and heavy duties would at once arouse Mandrazaal's suspicions.

6. A final note on Mandrazaal's cult

One of Mandrazaal's spheres of influence is energy drains and energy draining Undead, and logically quite a few of the latter are found in the Temple. You may wish to add this detail to the description Sarien had of Mandrazaal's cult from De Vries; after all, De Vries wishes the PCs to get to the Rod, so he might take care to warn Sarien of this. In this way, the need for clerics in the party is underscored for players. Many players find energy drains deeply depressing and they can lose morale if their PCs suffer with them - if this happens you might give the NPC Valderesse (see NPCs) the strong belief that the Rod might put things to rights in this regard.

Church of Mandrazaal: Clerical Orders

Order		Total no	No. in Temple
I	Acolytes (levels 1-7)	ca 80	13
II	Outer Circle of shadow (levels 8-12)	23	3*
III	Proximate Circle of Twilight (levels 13-15)	7	2
IV	Inner Circle of Darkness (levels 16+ - head, the Prime (22nd level)	4	0

** one currently absent.*

Command System of the Temple

Rod of Seraillian

The Rod of Seraillian

The Rod is 3' long, made of solid ivory bound with gold filigree crescents, into which are bound gems of rainbow hues. Its great powers of banishing extraplanar evil creatures only operate while it remains within the helix-portal (area 100). However, it is a powerful weapon, even when removed.

The Rod can only be touched safely by those of Good alignment. Those of LN/CN will be *stunned* for 4-14 rounds, and then affected as by a **repulsion** spell (D&D: forced to flee from the Rod at maximum rate). Absolute Neutrals will be subject to the same effect, but will receive an empathic warning of possible adverse effects in advance of touching the Rod. Evil creatures/characters who come within 30' of the Rod will be affected as by an **antipathy** spell (save at -4 every round - D&D: effect as above). If any such are so foolish as to touch the Rod, they must save versus death magic (at -4) or be slain instantly. A successful save still leaves the character *stunned* for 4-14 turns and subsequently affected as by a **repulsion**. These effects do *not* apply to Satimus. The Rod is an artifact, and possesses the resistance to physical/magical attacks normal for such items.

In the hands of a Good character, the Rod is a +2 weapon (1-8 +2 damage). If the character is of NG alignment, the Rod can further cure 10hps of damage once per day and inflict double damage (2-16 +4) on NE creatures once per day for 1 turn when so commanded. If the character is an NG cleric, the Rod acts as a +3 weapon, automatically inflicting double damage on NE creatures and curing 10hps of damage twice per day. It can also cast the following spells once each per day in the hands of an NG cleric: **cure light wounds, cure serious wounds, bless** and **protection from Evil**, and once per week it may cast each of **cure blindness, cure disease, dispel magic** and **remove curse**, at the 16th level of magic use where appropriate.

In the hands of a cleric of Seraillian, the Rod gains its full powers: it is a +5 weapon with all the powers listed above and the following in addition. Once per day it can cast **colour spray** (AD&D only). Once per week, it can cast each of **rainbow, rainbow pattern** and **conjure animals** (D&D: **dispel Evil** and **create normal animals**). Once per month, it can cast each of **cureall/heal, raise dead fully/resurrection** and **restore/restoration**. All friendly creatures within 20' of the cleric gain +1 to all saving throws, and take only one-half normal damage from magical fire and cold attacks when in combat with NE creatures. Lastly, the Rod bequeaths the cleric of Seraillian an effective Charisma of 19 when dealing with NG creatures, and a 10% bonus to normal conversion chances with such, unless the NG character is already an active worshipper of another deity, in which case the Rod will empathically detect this and warn the cleric to desist from conversion attempts.

The Rod communicates by empathy and telepathy; it has an Ego of 14 and an intelligence of 16.

xp Values for NPCs: AD&D

NPCs are treated as 'monsters'. Exceptional ability bonuses are given to all clerics as a function of level, and the increasing power and unpleasantness of their spells as experience level increases (1 EAXPA for levels 1-4, 1.5 for levels 5-8, 2 for levels 9-10, 2.5 for levels 10-14). Special ability bonuses are given for low AC (graded) and for high wisdom scores (which bequeath extra spells). A small bonus is given for high dexterity (in addition to AC bonus), because of the saving throw bonuses against certain spell attacks, and for high strength (greater bonus for fighters). Bonuses may be given for possessing one-shot, useful magic items the PCs will not be able to obtain for themselves. So, here are the suggested xp awards for NPCs, the clerics listed first.

Area	PC	Class/level	xp Award
4-5	Malynt	C4	242
4-5	Zadynir	C3	147
7	Coromir	C5	458
17	Albiston	C4	266
18	Pharkaan	C3	168
26	Grubblin	C4	283
27	Tara	C5	371
28	Gramman	C7	1,224
39	Ganneret	C3	157
40	Whytsade	C4	258
44	Chazekan	C5	376
46	Hickman	C5	351
46	Anghara	C6	693
56	Vysshus	C10	3,686
57	Bamela	C11	6,517
80-6	Shabannon	C13	9,860
87-97	Marius de Vries	C14	10,478
30	Blackmaer	F6	787
Many	Malaan	C9/MU9	4,462

Half xps should be awarded for overcoming an NPC; thus if De Vries gives the PCs a good fight and runs away, they receive 5,239 for this.

xp values for NPCs: D&D

NPCs are treated as 'monsters'. Ability scores for strength, wisdom and constitution are given bonuses so: ½ bonus for 13-15, 1 bonus for 16-17, 1½ bonuses for an 18 score. Dexterity is *not* given any bonuses for high scores, because bonuses (graded) are given for low AC scores (which include dexterity). Bonuses are applied in graded fashion for spells known, greater bonuses for higher-level spell use (1 bonus up to 5th level for a cleric, 1½ bonuses for level 6-9, 2 bonuses for levels 10-12, 2½ bonuses for level 13-14). Extra bonuses may be given if the NPC has one-shot useful magic items which can help him in combat and put PCs at a disadvantage. So, here are the suggested xp awards, clerics first:

Area	NPC	Class/Level	xp Award
4-5	Malynt	C4	225
4-5	Zadynir	C4	175
7	Coromir	C6	1,228
17	Albiston	C5	613
18	Pharkaan	C4	225
26	Grubblin	C5	675
27	Tara	C5	550
28	Gramman	C7	2,450
39	Ganneret	C3	72
40	Whytsade	C5	550
44	Chazekan	C5	550
46	Hickman	C5	613
46	Anghara	C7	1,850
56	Vysshus	C11	5,500
57	Bamela	C12	6,700
80-6	Shabannon	C13	8,900
87-97	Marius de Vries	C14	9,425
30	Blackmaer	F6	1,250
Many	Malaan	C10/MU9	5,800

Half xps should be awarded for overcoming a NPC: thus if De Vries gives the PCs a good fight and runs away, they receive 4,713 for this.

The Rod of Serraillian - Notes for the Pelinore campaign

The Rod of Serraillian has been set in Pelinore, and therefore requires no alterations as such to be run for that campaign. However, GMs will probably require some additional information about certain aspects of the campaign to run the adventure with full confidence.

Poritas - Geography

The major part of the adventure is set in Poritas, one of the nations on the Xirian continent, north of the City League and Cerwyn. Some information about this part of the world appeared in the *Imagine Special Edition* a couple of years back. Poritas is a small, independent state, in the south-eastern corner of the Xirian sub-continent, hemmed in by mountains, forests and the sea. The long, eastern frontier with the Cammarus See is marked by the Grey Hills, a region of infertile uplands, largely given over to herders and a few minor orcish clans. The Grey Hills are breached by many passes, the major one being the trade route from the capital, Poritas Magnae, to Dolterion in the See.

Further north, the area known as the Wilderlands is a high plateau of mountains and forests, marked principally by a climatic pressure centre about 40 miles north-east of Caer Darus, which sends out swirls of rain-bearing cloud over most of the sub-continent. This generates powerful winds, which whip along the coast from Skenos to Zimloth and beyond, providing fast passage for ships on their way to the Tradecities of Xir.

There are nine towns of any note. Poritas Magnae is the capital and seat of Baron Iren Fredeas Poritas, with a small population of courtiers, magnates, servants and traders. Argos is a trade port, with 9,000 inhabitants, dominating the outbound trade routes from Cerwyn to the Xirian cities. Camath and Poria are minor ports dealing in localised trade within the Domains, while Skenos is a fishing and ship-building town with a generous reputation for war-galleys. Zimloth is a tributary town, nominally under the Baron's control, but operated by a Guild financed by Xirian city-states, and providing them with an advanced trading centre. Seahold is also semi-independent, from where the mercenary and privateering order of the Dagger Brotherhood operate their bloody trade. Barul is a farming centre. The total population of the Barony is about 35,000.

Poritas - Politics and Society

Poritas is the creation and fief on one man - the Endless Prince, Baron Iren Fredeas Poritas. 230 years ago, the young Baron became High Wizard and Lord of Poritas Magnae, a liege to the Cammarus See and a virtual slave to the commercial interests of the Tradecities. Within ten years, he had control of a corridor to the sea through war with the See, established Argos as a rival to the dominant Xir cities, and vanquished all his rivals in the area. And then, the Baron was granted a wish - and he claimed immortality. Sadly, he worded his wish poorly, and became doomed to unending life - but continuous aging.

At first it hardly mattered. The See was defeated in three more wars, Zimloth's haughty independence was shattered and the Dagger Brotherhood was formed to seek control of the sealanes. Iren married, had children, and grew wiser with the years, but as he aged, and became bed-ridden, the governance of the Barony began to suffer. His children died, and their children - but Iren the Undying lived on, and the tide turned against Poritas. The Dagger Brotherhood grew lawless and the Tradecities crept back to control Zimloth and dominate Argos. Politically, Poritas is sterile. Attempts have been made to slay the Baron - even by some of his many dependents - but he survives them all.

Culturally - against all odds - Poritas has survived all this. The Barony has attracted men and women of culture, almost because it is so stable. Art, poetry and letters thrive in the realm of Iren the Undying. And so, occasionally, do adventurers, who can make for the Wilderlands, and find death or glory there.

The Other Planes

Up until now, Pelinore has always been considered in isolation, a world apart. If this adventure is to be played 'straight', then the GM will have to consider just how these other planes fit into the cosmology of the campaign. Those players who would find a complete guide to the Pelinore universe will have to wait, however - what follows is no more than a thumbnail guide.

Seraillian and Mandrazaal

The nature of the principle antagonists of this story doesn't entirely fit into the Pelinore mythos, and might cause a few problems if GMs have used the area north of Cerwyn before. In the first instance, there is the struggle between 'good' and 'evil' that is at the heart of this story. As has been discussed in previous articles and scenarios, the struggles of the Gods is at the heart of the Pelinore campaign. Pelinore is a world slowly taking onto itself the laws of nature and the universe as we understand them; it is slowly pulling itself into existence. The centre of this world - Worldheart - has become so far removed from the stuff of Chaos (or is it Law?) that slurps around the edges of Pelinore, that is a place of perfect Neutrality.

Nearly everywhere else, either one 'alignment' or way of life dominates, or there is a struggle between opposites. This can take many forms. In the Tading Cities of Xir, the opposites are represented most clearly as Profit and Loss, and the religious structure of that region is defined in terms of gods who believe in creation and others who believe in destruction. In the Domains, that struggle is between Tarmanel and Pharastus - who represent Life and Death. Many of the religious bodies of Cerwyn and the City League believe that means a struggle between Law and Chaos, although it really isn't as simple as that.

Although we intended that Poritas be considered as part of the Domains in religious terms, perhaps that journey across the water implies some changes. Historically, Poritas might have been a place where the struggle was a clear-cut case of Good vs Evil. Perhaps the advent of the worship of Tarmanel and Pharastus is more recent, and that these older gods held sway here before (as the adventure makes clear, neither deity has much power any more - in Pelinore, gods are only powerful while they can feed on the devotional energies of believers). The history of Seraillian and Mandrazaal would then be acceptable as a religious history of Poritas, with the recent rise of the gods of the Domains.

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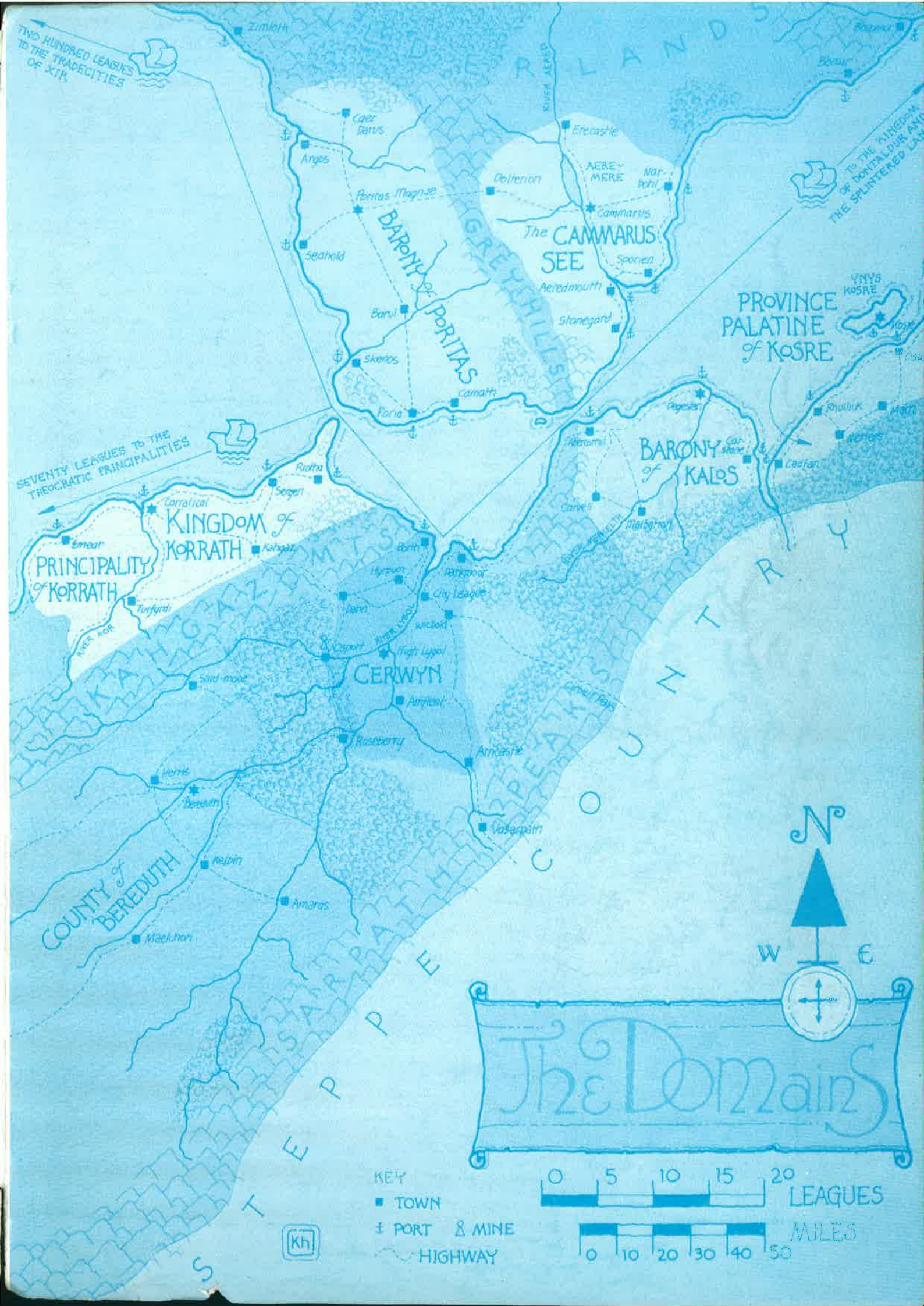
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W E
The Domains

Rod of Serraillian

by Carl Sargent

Deep within a mountain range there lies a place where the final chapter in an aeons-old struggle was once played out. In that place the Warriors of Rainbow fought the minions of Dark Mandrazaal, and overthrew him. In so doing, the Warriors were themselves virtually destroyed, and they lost which was most precious to them — The Rod of Serraillian.

The Rod was taken to a most secret place, and lies there still. Though the struggle for which it was forged is long over, the Rod might still have powers to grant those who wield it; in the hands of Good, it is an instrument of Light, in the hands of Evil, it will be the scourge of the world.

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